



Casket Works

Issue

4

Winter
2000

FREE

REAPER MINIATURES PRESENTS

CASKET

WORKS

IN THIS ISSUE!

The Dwarves
Strike Back

In Steel and Stone

REAPER Movie Review
of "End of Days"

Does it ever end?

DHA

UPDATE

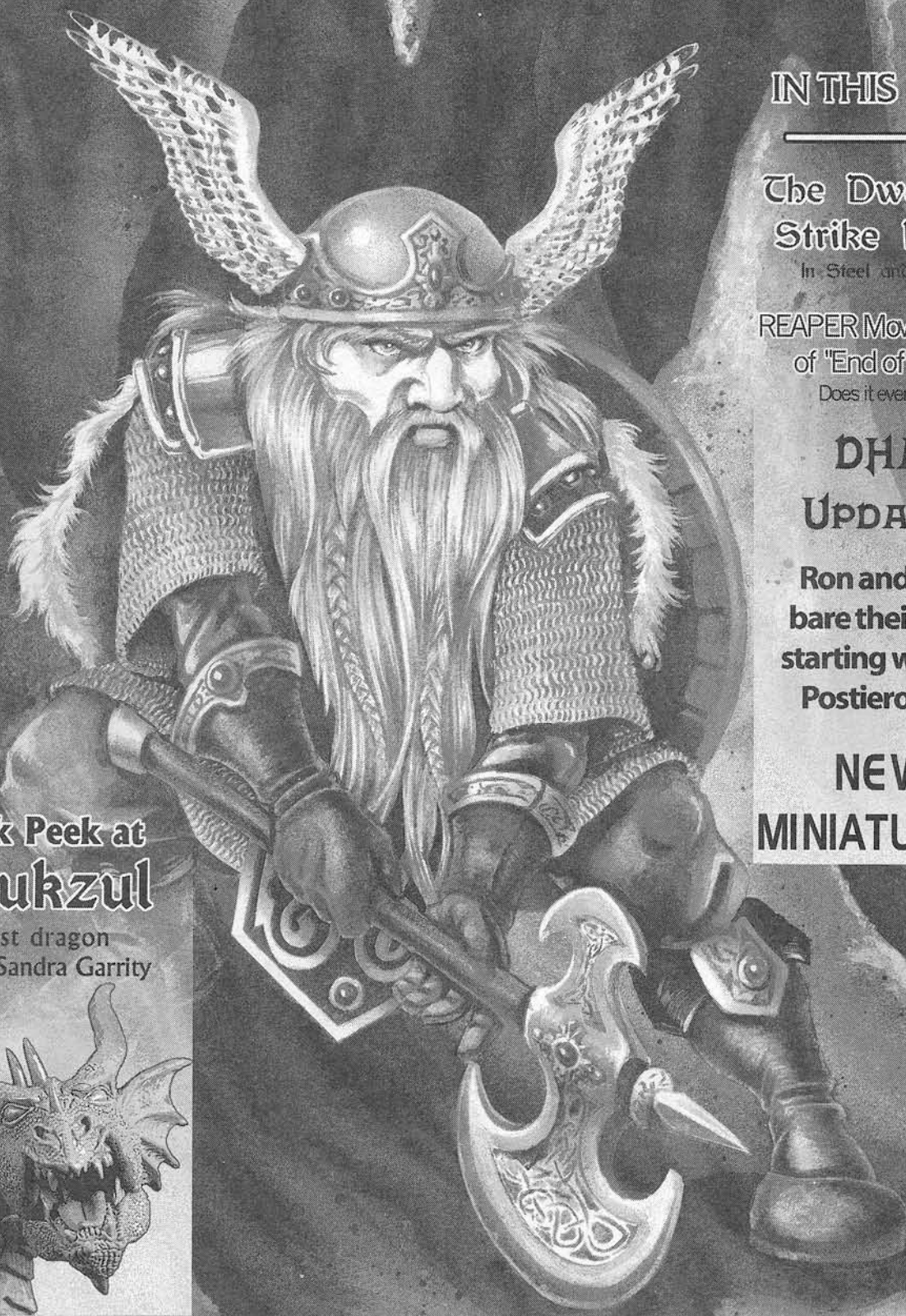
Ron and Mike
bare their souls
starting with the
Posterior End

NEW

MINIATURES!

A Sneak Peek at
T'Raukzul

The latest dragon
sculpted by Sandra Garrity



Kargir

The Game that sets Miniatures on Fire!



DARK HEAVEN A P O C A L Y P S E

**It came out of the darkness and
stole your miniatures... too bad!**

*Dark Heaven Apocalypse is a fast paced, easy to learn
game that recreates large 25mm Heroic Scale
fantasy battles.*

*The boxed set includes everything required to play and
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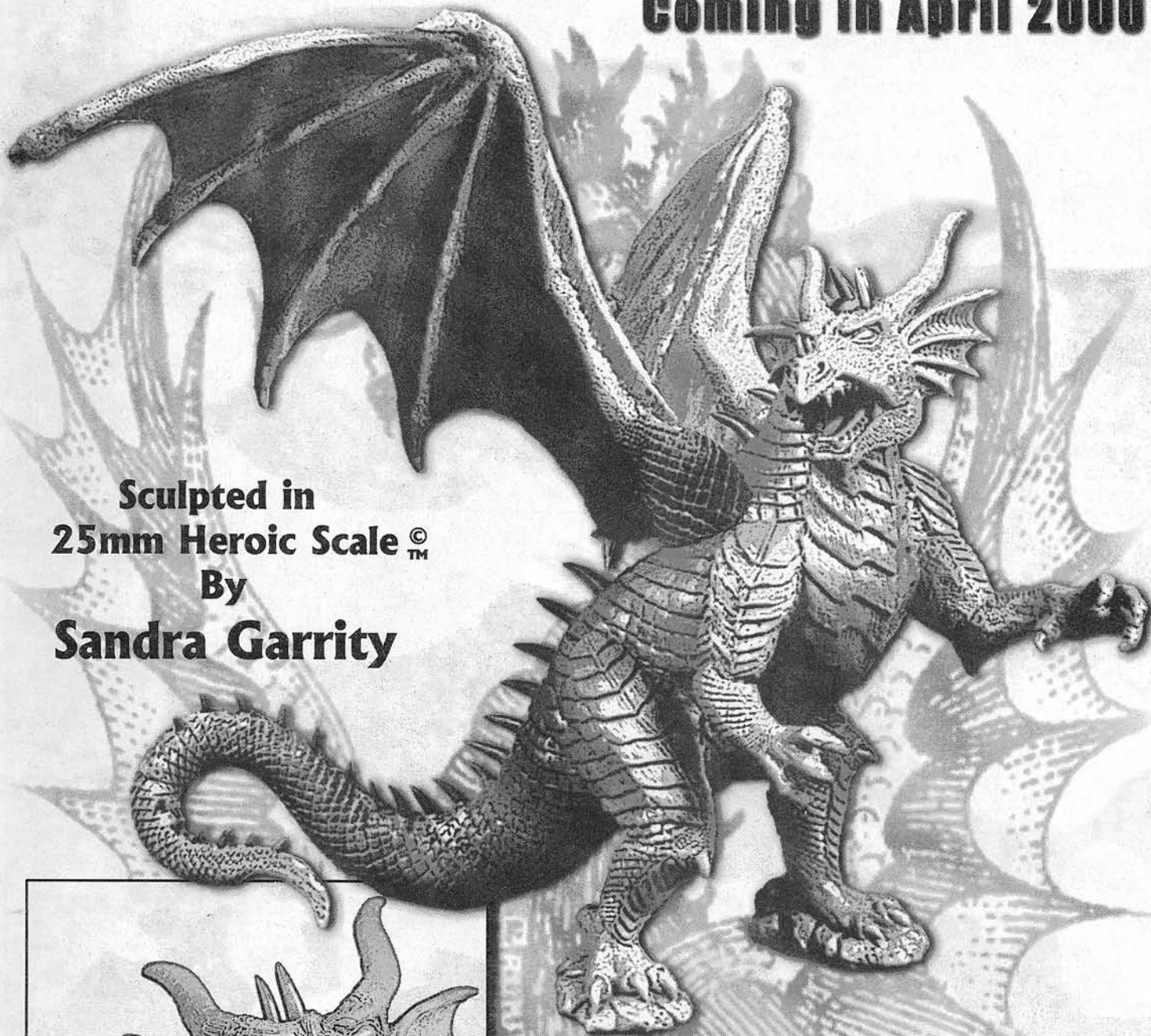
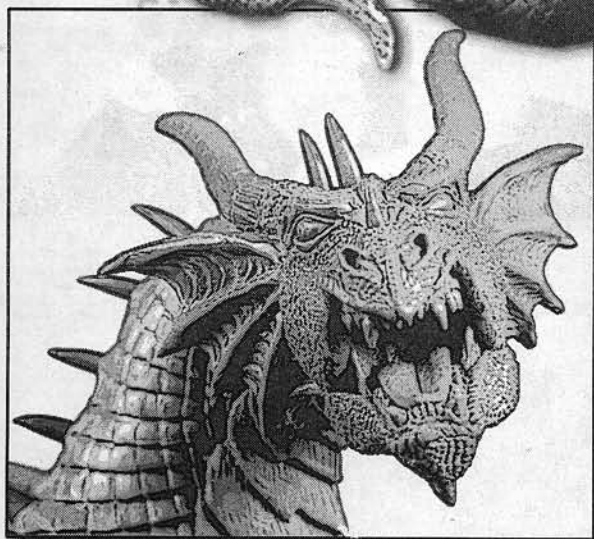
Included in the box:

A complete illustrated book covers all aspects of the game and the world of Avalon. Two ten-sided dice, eight models and a quick start sheet allowing you to begin play immediately. Also included is a short novel that chronicles the exploits of two cavaliers as they travel the world, searching for secrets of the "Reapers of the Apocalypse."

T' Raukzul[©]™

Coming in April 2000

**Sculpted in
25mm Heroic Scale[©]™
By
Sandra Garrity**



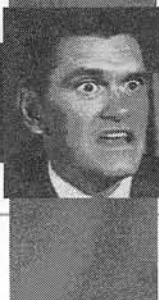
**Approximately 9" Tall
with a 11" Wingspan**

"When I was working on T' Raukzul, I wanted to convey an attitude. I think the attitude was formidable and cranky at the same time"

Sandra Garrity

JETSAM & FLOTSAM

REAPER, THE MOVIE!



Happy New Year!

Oh, wait. This is supposed to be an editorial about the Reaper: The Movie, but I'm gonna gloss right over that. What? You haven't heard? It was on the cover of Entertainment Weekly last week! Really! Cameron Diaz has been calling me non-stop trying to get a part in the movie, but I've been too busy to call her back. She's starting to get on my nerves... (Woman, get in the kitchen and bake me some pie!)

Female readers: ignore that last comment; it was my South Park joke of the issue.

Speaking of sweet, clean and beautiful, you're holding the first Casket Works of the millennium! We're especially proud of this issue, mainly because of our color cover. (Black and white ARE colors. At least according to Crayola.) Well, the original is color. Man, does it look good. I wish you guys could see it. Maybe someday you will.

Back to my original statement. Happy New Year! Hope everyone had a great holiday, and we hope everyone is as excited about the 21st Century as much as we are. (Okay, I'm tired of people saying that the millennium doesn't begin til next year. It may be true, but so what. Our calendar now starts every year with a 2 instead of a 1. That's reason enough to celebrate. Sort of.) This year will be a big one for us here at Casket Works and Reaper Miniatures. As Hans and Franz would say, "Hear me now, believe me later and think about it sometime, but we're going to pump *clap* you up...with miniatures and paint and games and fun and tom foolery!"

That was my SNL joke of the issue. A bad one, too. Hey, I'm under a deadline, people! You can't force comedy! (Obviously! -mike)

Special thanks to Pee Wee Herman, Mel Brooks, Eddie Izzard, the Simpsons, MST3K and Seinfeld for their assistance in this issue.

Ron



Production and needless silliness

Ron "son o' bitch" Hawkins	Exec Producer
Mike "whipping boy" Athey	Gaffer
Dave "I now have enough email" Pugh	Director

ART and set design

James Burrell	Art (Tattoos)
Tim Collier	Art (Makeup)
James Holloway	Art (Costumes)
James Neal	Art (Connect the dots)
Scott Pentzer	Maps (to the party)
Ken Waller	Photography (non nude)

Actors and Main Characters of the Film

Sara Allen	Melissa, an FBI seductress and Nerf fiend
Jeremy Allen	Hornie, the narcissistic Kool-Aid dealer
Mike Athey	Jake, a good cop on a bad hair day
Jeff Harrison	a Rock-n-Roller with one foot in the grave
Ron Hawkins	corrupt President of a small unnamed island
Price Matthews	McRompus, the religious nut and playboy
Al Pare	Judge Gallstone, who moonlights as a doctor
Ed Pugh	Sgt. Peppers of 1st Cav, decorated war hero
Miriam Pugh	Cher, a high school principal in a mini-skirt
David Pugh	Bob, puppeteer with a passion for cumquats
Kay Strickland	Samantha, a cute gymnast with a gimp leg
Jon Walker	Darrell the mole herder, brother of Darrell

Internet Rep, Script Writer, & Coffee Maker

Robert Allen	warnastr@aol.com
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SCULPTORS and extras

Jim Bainbridge	Bobby Jackson	Rene Perez
Bob Charrette	Jim Johnson	Ed Pugh
Kevin Contos	Mark Kay	Bob Ridolfi
Sandra Garrity	Richard Kerr	Steve Saunders
Julie Guthrie	Bob Olley	Ben Siens

Show Times

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fax	972.221.2481	any time you can get through
email	reapermini@aol.com	
web	http://www.reapermini.com	

Reaper Miniatures is here for people who love gaming. Our in-house magazine, Casket Works, is aimed at people with a love of miniatures, and a passion for gaming, with or without miniatures. Our goal is to stroke our egos and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make awesome figures, and embarrass the other companies with what we can do. Oh, and Ron is producer of our movie because he's the only one that could scrape up the \$3.25 for the donuts and coffee (but we think he stole it from his mom)

We hope we accomplish what we set out to do, and if along the way we're lucky, maybe we'll even get you to crack a smile.

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- All models are sold and supplied unpainted and unassembled -
- This requires some glue and paint on your part -

This magazine, catalogue, and humor was brought to you by many nights of comics books, Quake 3, Chick-fil-a, many hours of Eddie Izzard, and a general lack of reality. Realize that comments made in this pulp are for everyone's general amusement. If you get the joke, great, if you don't, tuff, we can't help it if you're a slug. Don't take this stuff too seriously, and don't forget to trim the wick 1/4" before lighting. We'd like to thank our customers, fans, families, pets (RIP Beowulf), the nectar of the gods - Guinness, PCXL, and our competitors. Let's face it, if you guys weren't doing your job like you are, we wouldn't look so good. Thanks, and read responsibly!



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of Adon pg. 10

Gold Rush, a
DHA Quick play
scenario pg. 9

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in the house! pg. 5

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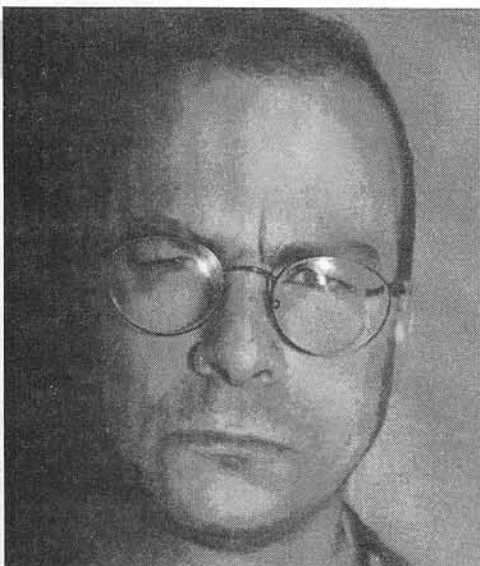
DHA Update: Gauth pg. 46

Lizardmen of the
Malapango Jungle
pg. 48

"the cover"

Artist Tim Collier illustrates King
Harbromm Axehelm leading the
Dwarves of Kragmarr into battle.





interview

This issue we talk with, and poke at, our
Highlander sculptor extraordinaire...
The ever elusive -**Bobby Jackson**

Bobby didn't have a picture
for this interview so we
substituted this photo of a
potato with glasses.

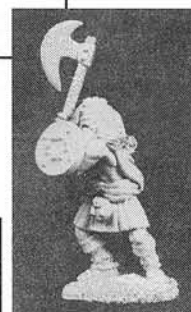


Figure: 2238
Highlander with
shield and axe

How did you first get started sculpting in the gaming industry? Reaper?

I first began sculpting after having done some figure conversions for a friend who then recommended that I sculpt an entire figure. I sculpted three figures out of milliput (I did not know about the green stuff at the time) and took them to GenCon, showed them around and soon companies began calling me. That was about five years ago. I first began sculpting for Reaper after kissing Ed's behind for about two years, after which he finally consented to let me work for him. I really enjoy working for Reaper (and sucking up to them) because I am allowed so much creative leeway. Other folks I sculpt for will often provide specific concept art and require that I follow it exactly. Reaper generally lets me use my own imagination to develop the pose and details of a figure. That usually makes sculpting the figures more fun.

What is your favorite model that you have sculpted?

My favorite model is usually the one I am working/obsessing on at the time. Right now I am particularly enamored of the caveman I'm doing. I'm not a very good judge as I have a hard time seeing my work objectively. When I complete a figure all I can see are the flaws and things I wish I had done differently. It seems that I never really "finish" a figure, I just run out of time. If you are going to make me pick the figure I like the most however, it would probably be the Highlander with shield and axe (02238), maybe. He's cool, though the Templar with two-handed sword (02339) is pretty cool too. On the other hand, the Ritterlich Warmaiden (02326) is really, really cool; she is probably my favorite, perhaps.

Do you sculpt from photos or sketches, or do you make things up as you go?

The way I prefer to work is to have some artwork to set the "feel" for the figure and to let me know what the people who are paying for it want to see as a minimum standard. But I also want to be able to implement any clever ideas I might have while the figure is in progress. I also like posing the figure the way I want. I usually stand in the position I plan for the figure when I pose my armature to ensure that I'm getting the dynamism I want. If I am not provided with art I will usually doodle or scribble something to serve as a reference.



Do you have any formal training in art?

I have a BA degree, but I've always been an artsy fartsy sort.

Figure: 2326
Ritterlich Warmaiden



Figure: 2339
Templar Knight

What types of hobbies do you have (when you have the time)?

I enjoy reading for recreation but the bulk of my free time is spent with my wife and two kids. My time is very limited as I work ridiculous hours. I also enjoy playing tabletop miniatures games but I am rarely able to. I used to enjoy painting and converting figures but I have not painted a figure since I started sculpting them.

What other artists do you admire?

My all time favorite sculptor is Mark Copplestone. The Future Warriors stuff he did for Grenadier years ago are the coolest figures ever. He has such a simple style, almost impressionistic, and his figures are so dynamic and so full of personality. I have never seen a Copplestone figure that I did not want to own. Unfortunately for North Americans he is working strictly for Wargames Foundry in Great Britain and his recent stuff is hard to find. I buy it whenever I can find it. I also like Sandy Garrity's stuff. All of her strengths, clean faces and hair, minute repetitive detail, filigree type detail, animal anatomy, drapery, and so on, are my weaknesses. I'm jealous of her. I am also jealous of Chaz Elliot. He is great. I also admire Brian Nelson and Jes Goodwin at Games Workshop. They are at the other end of the anally retentive detail spectrum from Mark Copplestone but their work is so clean and their control of the medium is second to none.

What are some upcoming projects you are working on for Reaper?

A hideous Cavewoman Shaman (Shawoman?) is next up, I think. Some more Cavemen, a leader type and a guy with a big rock in his hands, are also in the works. Some more Templars, Standard Bearer etc., are coming up as well as some Arabian style warriors. Then I think I'm going to start on some Viking types. Oh, and another highlander zombie, just for Ron.

What advice do you have for aspiring sculptors?

The best advice I have is to bother people whose work you admire and get them to answer your questions. Everyone I've met in this industry has been extremely nice and very helpful. Most folks who sculpt little guys do it because they are geeks for it and I have found them to be more than willing to give free advice to anyone with an appropriate level of enthusiasm. You should also be humble and honest with yourself; an ego will prevent your acceptance of legitimate criticism and hamper your improvement. Actively seek criticism. People will often try to avoid hurting your feelings and not tell you when they see something that could be better. Make them tell you. Attend conventions, track down the sculptors and make them show you their secret techniques. Another thing I do is buy figures that have details that I wish to emulate, and by examining them closely discover what tools were used by the sculptor to create the effect.

What's the last good book you read?

I am currently reading Thomas Pakenham's *The Scramble for Africa*. I read his book on the Boer War this summer and enjoyed it. So far I like *The Scramble* even better. Fictionwise I recently re-read Conrad's *Heart of Darkness* and some great H. Rider Haggard stuff. I've been on a real Victorian kick for the past year or two.

DEAD STUFF

News, reports, letters, and other stuff you may want to be informed of...

Reaper takes over NATO!

On November 13th, the Apocalypse came to Atlanta...or at least to the NATO gaming event, sponsored annually by the War Room, one of the south's finest gaming stores. NATO runs two weekends each year, and this year found Reaper prominently represented, as the Battle for the Bloody Coast raged all day Saturday. Presented by Heralds of the Apocalypse Steve Keith and Brad Edwards, the scenario was run two times, the first game being played by a group of eight gamers, none of which had ever played DHA before. Everybody had a good time, and commented on how easy the rules are to learn, and the good steady flow of the game. Prizes were awarded by random drawing throughout the day, with the top prizes being an Apocalypse boxed set and a \$20.00 cash prize. The Winner of the Apocalypse Boxed set was Tim Broom of Purvis Mississippi, and the \$20.00 prize went to David Parente of Ackworth Georgia.

The Scenario, as outlined in Casket Works #2, pitted the forces of Anhur, led by prince Nicholas, against the savage and brutal horde of Ferach the Furious. While victory appeared to be in the human hands early on in the first game, once the ogre Bonecrusher tribe entered the fray, things changed for the orcs. The ogres readily destroyed the human right flank, and turned the tide of battle for the remainder of the game. The scenario was repeated with even more decisive results in the orcs favor. Ah well, there's always the next con and the next installment of the Kargir Hunt...

Price's Top Ten Favorite Miniatures

Super Caster "Price" Matthews has come up with his list of favorite Dark Heaven miniatures. This should be interesting...

10. Kain Swiftblade (2025)— Despite his awkward "looking-around-corner" pose, he has great armor detail.
9. Starmane (2151)— Classic unicorn.
8. Drake Whiteraven (2343)— A young yet powerful wizard with a bunch of neat stuff.
7. Alyscia (2248)— A unique, beautiful creature with more arms for the lovin'!
6. Oksana (2061)— Superior cloth detail!
5. Alura (2254)— Botticelli goes to Hell! Grrrrrrrr!
4. Dantrag (2233)— "I am Ah-nuld, heah me roah! YAAARRGGH!"
3. Gwynneth (2230)— Hey, can I have a ride? Yeee-Haww!
2. Kurff (2034)— Best thief ever! Ready to go! Kung Fu grip!

And Price's number one Reaper Miniature

1. Christina (2123)— She's about to knock the holy @&#! out of somebody! Great action pose!

R P Gee!

Dark Heaven Legends is getting closer! That's the way of the new Reaper RPG, by the way. Rob and Ron have been slaving away on it day and night. Really, just ask Rob (warmastr@aol.com). "People who enjoy old fashioned, back to basics, monster-smashing role playing games will love it," says Ron. "Pretty basic, fast and easy. And the miniatures are neat too..."

Players will be able to choose from many varied archetypes, including holy warrior, bard, scout, warder and archer. Races include the typical fantasy races and two new races: the warrior like skoli and the sorcerous Bathalians.

Next month: the monsters!



The following transmission was intercepted over the internet. We're not sure what it means but we think it has something to do with CAV.

<static>

Lord' Alf Sir!
I will first slaughter all who have entered
into any agreement that will shrink your
presence! Sir!

<static breakup>

I will then locate all involved and drive
them before you as we laminate their
women.... no wait it was the de-laminate...
err Sir! I am lost and seek direction!!
What do we do to the cows again?

oh boy, letters!!!

I saw your cry for help in the fall catalogue and I'm writing to tell you all that I'm a big Reaper Mini fan. You're doing a great job on the catalogue, by the way; it's much better than any others I've seen. The illustrations in it are awesome—not to mention the unbeatable miniatures.

I'd like to see more pictures of your sculptors, though; I always wondered what some of them look like. Also, for your DHA game, you should have a ratman army, or at least do a few ratman minis. The babewatch thing is kind of corny but fun to read. You should do one on Shanon of Stormhand or one of the succubi if you want to have some real fun. Keep up the good job; I'm looking forward to a color catalogue (wink wink).

Your biggest fan,
Adam Gish

Adam, thanks for the letter. We're glad you think Casket Works kicks ass. For future reference though, this is a magazine, not just a catalogue. Get it right. You've got your wish with this issue, we've included a foldout of renowned sculptor Bobby Jackson. Wait...no, sorry. That got cut, but we do have a mug shot of him next to his interview (pg 5). As for ratmen, hmm, we'll just have to see what the Casket Works Group can come up with. BTW, corn is good for you.

best, -Mike

Hey Guys,

We got a small order for ya! We'd appreciate it if you could get it out ASAP! Thanx for the x-tra Mummy with the last order, totally killer man! Keep up the good work, and we were wondering if there was anyway to get on a mailing list, for new upcoming models and such? By the way, how about making some awesome Amazon models? Never stop putting out the best miniatures on the planet!

Thanx always,
-The boyz from the USS Connie!

We sent an extra figure? I see we're going to have to flog the shipping department again. Obviously they don't know how to count. Amazon figure? Are you sure you are writing to the correct company? We're on a planet? Crap, someone get me more coffee!!!

best, -Mike

Dear Reaper,

Well. I just received your Casket Works Issue #3, and I have to admit that I grinned. It actually brought a smile to my bleak existence!

I was wondering if you might have any back issues of #1 & #2. You see, I do paint minis, at least, I used to. It's been a while (like 10 yrs). But it was something that I got great satisfaction out of. And I'd like to eventually start again.

I got a hold of a gaming store catalog that featured a few of your minis. One really caught my eye. I think it was "Druid's Stone" or something like that. Needless to say, it wasn't in CW#3. Can you help me with any info on it?

I am, of course, a gamer as well. But about all I've played recently are AD&D, a bastardized version of the aforementioned, and RIFTS. I am curious as to how DHA works. Oh, by the way, you guys (and gals) have some AWESOME minis! Just thought I'd let you know. Also, I've got just a few quick notes even though no one there knows me.

1. Sara — keep looking for your prince, he's out there somewhere!
2. Jeremy — ain't nothin' wrong with funky necklaces!
3. Mike — wandering is good
4. Dave — quit sniveling!

Anyway, I'm gonna close this most likely odd letter. And thanx for making me smile.

Sincerely,
-Bartman

We're glad that Casket Works makes you smile. Personally, it hurts my head. As for back issues, unfortunately Reaper Miniatures does not keep stock of back issues. This doesn't mean we won't reprint back issues at a later date (hell, we're only on issue 4), but I wouldn't hold my breath for that. Bartman, you should be proud since we sent you our last "Druid's Stone." There's not one left, which means you pissed off the other people that were vying for the last one. We even took Ron's off his desk and sold it. Sara said thanks for the encouragement. Jeremy almost choked himself trying to wear a plethora of necklaces. I've quit wandering (jeez, my legs are tired), and Dave has quit his aforementioned sniveling and has decided to turn over a new leaf. What that new leaf is has yet to be seen.

best, -Mike

SOME GOOD OL' COUNTRY SLANG

Here in the land where everything is "big" we like to say things with a little twang. Here's a couple of examples of what you might hear if you ev'r came a visit'n'.

"Well, butter my butt and call me a biscuit."

"I'll slap you so hard, your clothes will be outta style."

"This'll jar your preserves."

"If things get any better, I may have to hire someone to help me enjoy it."

"It's so dry, the trees are bribing the dogs."

"It's been hotter'n a goat's butt in a pepper patch."

"A hectic schedule keeps you 'busier than a cat covering crap on a marble floor."

"The wheels still turning, but the hamsters dead"

Top Five Reaper Name Screw Ups

During the last few years, we've put out hundreds of products. Occasionally, however, an odd typo slips past our notice. Sometimes we catch 'em, some times we don't.

Here's a list of the five best ones...

5. 2061 Oksana, Spring *Mangus*. A cross between the mange and fungus. See for yourself!
4. 2045 Torin the *Tepid*. We've fixed that one, now known as "The Stealthy," but it used to be Torin the Tepid. We were very lukewarm on the name.
3. 2020 Grim Reaper, the *Harbringer*. Shouldn't that be, the Harbinger? What the hell is Har, and why is he bringing it to us? Another one we've already fixed.
2. Scrye Counter, Reaper *Minatures*. We put out thousands of these things, and to this day nobody has ever caught it!
1. 10003 "Digger was a *swarf*..." From the Dragons Don't Share box. A swarf, huh? Hmm. Don't look at me!

When you need paint...choose Pro-Paints!

In May, Reaper will release its new line of professional quality paint called Pro-Paints. These paints and inks are top of the line acrylics and they're perfect for all your Dark Heaven, Shadow Corp and Daimyo miniatures.

Hey, they're perfect for all miniatures! Casket Works #5 will have a full listing of all 54 colors available in the first wave. You won't be disappointed!

miniatures SPOTLIGHT

This article sponsored by PEWTER.
"Forming figures for hundreds of years!"

The Ghost King & Queen of Adon

Harkus and Dirimorr are Dire-dead Embaulators currently in the service of the Reaper War. In life they were the king and queen of a glorious ancient civilization advanced in medicine, magic and the arts of the mind.

Harkus began life as the heir to a throne which had enjoyed an uninterrupted lineage that spanned over two thousand years. After ascending the throne, he quickly earned the respect of his subjects with his firm but just hand. As was the custom, the new king chose as his queen the lovely Dirimorr, their union being blessed with three daughters and one son.

During the fourteenth year of his reign, a darkness began to settle over his lands. A strange, unexplainable "plague of the blood" disease which resulted in death erupted throughout the kingdom. His advisors were at a loss to explain it or offer any solutions. Although unsatisfied with the limited information Harkus received from his advisors, he chose to ignore the problem nonetheless. Ignore it, that is, until Dirimorr began to show signs of the blood plague.

One morning a few hours before dawn, Harkus, while sitting beside Dirimorr's bed, was awakened by a soft male voice. "You love her very much. How strange this bond is." As Harkus looked up to see who had spoken, his eyes became fixed as he fell into a trance that left him without the ability to move. The stranger walked out of the darkness and leaned over Dirimorr as he spoke. "She will be fine; I will return for payment" he said, waving his hand once across her chest before turning and walking back into the dark. As the days passed Dirimorr showed signs of a complete and miraculous recovery.

One night as Harkus and Dirimorr sat and entertained guests by the light of a massive fire they received a visitor. The visitor was not who Harkus expected though, but rather a man who declared himself to be a vampire hunter. He explained to Harkus how the kingdom had become infested by vampires, and requested the king's support in exterminating them. Harkus agreed wholeheartedly. The vampire hunter was dismissed, but before he was able to rejoin his guests another unannounced visitor arrived — the vampire Arious Lussan. Arious explained that it was he who had cured his queen, and that now he expected payment: the expulsion of the vampire hunters. Harkus agreed, but only if Arious agreed that no vampire would ever prey on his family.

Even though Arious had saved the life of his beloved Dirimorr, Harkus despised the vampires for the blight they had brought to his kingdom. Working secretly with the vampire hunters, Harkus soon discovered their lair. Once prepared, he attacked their bastion, killing all by fire. After the battle, he had the lair razed and the ground sown with salt. Arious Lussan escaped the vicious surprise attack and returned that very night to exact his revenge. He transformed Harkus and his entire family into vampires in service to his court.

During the Rift War, Harkus and Dirimorr were slain and their remains transformed into Embaulators by the demon Abyst. The rage present in Harkus and Dirimorr is passed on to the souls they capture, and the ghost warrior spirits they create are much more powerful than those created by other Embaulators.

Figure: 2220
Harkus, the
Ghost King



Figure: 2149
Dirimorr, the
Ghost Queen



Figure: 2125
Ghost Warrior



the RUSH is on for GOLD

During the year of 980 NA in Taltos, Orba Sinhan slew Tobias the Dark, the warlord of the city-state of Gangrel at the time. The death of Tobias caused panic amongst his henchmen and the people of the city-state. The citizens rioted and began to loot and pillage warehouses, shops, and residences. In the confusion, Tobias' court wizard Greeley Mirewalker managed to break into his newly deceased master's treasure vault and flee southwards with a large amount of gold and gems.

When Orba became aware that someone had broken into the treasure vault, (which he believed was now rightfully his), he dispatched his shock troopers to find out who and where the thief was. In a matter of two hours, the shock troopers were hot on the trail of Mirewalker.

In a vain attempt to escape Orba's men and certain death, Greeley came up with a plan. In the seedy coastal town of Dullwharf just south of Port Gangrel, the wizard magically scattered thousands of gems, gold bars, and coins, literally raining treasure on the town. Greeley Mirewalker then boarded a departing ship, narrowly escaping capture by Orba's men.

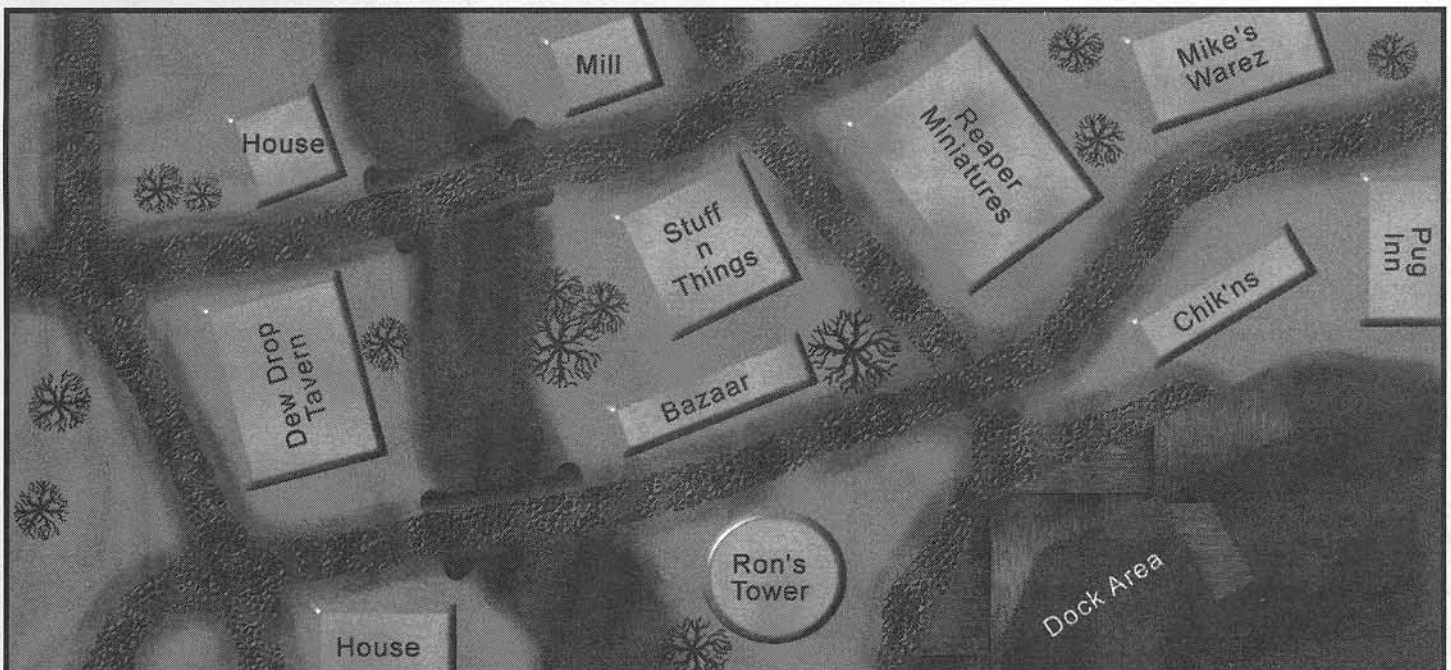
In the meantime, the people of Dullwharf began to collect the treasure. Fortunately, this event happened in the late hours of the night or else Dullwharf would have torn itself apart. However, the news of "pennies from the sky" captured the attention of several unsavory bands of villains and scum who still skulked about at that late time of the night. In the ensuing chaos, open warfare erupted in the streets of Dullwharf between rival groups over the ownership of the newly discovered fortune.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Army Commander Enchantments: Weapon: +3 to Racial Base, +3 to Magic Defense	3	10"	9	+11	4	-	-	-	+6	-	+4	20	7	-	-	-	-	n/a	any
Sergeant Enchantments: Weapon: +2 to Racial Base	3	12"	8	+6	1	-	-	-	+3	-	+0	5	5	-	-	-	-	n/a	any
Spell Caster Enchantments: Robe: +3 to Magic Attack, +1 to Magic Defense, +2 to Racial Base	3	10"	7	+3	1	-	-	-	+2	-	+1	-	4	-	-	6	-	n/a	any
Mercenary Warrior (3) Men at Arms with 2HW	3	10"	7	+5	1	-	-	-	+1	-	+0	-	-	-	-	-	-	n/a	any
Mercenary Warrior (3) Men at Arms with Sword	3	10"	7	+3	1	-	-	-	+1	-	+0	-	-	-	-	-	-	n/a	any
Mercenary Archers (3) Men at Arms w/ Missile Weapon	3	10"	5	+1	1	0	20"	-	+1	-	+0	-	-	-	-	-	-	n/a	any

The Gold Rush is a scenario that Reaper debuted at the Origins '99 Game Convention in Columbus, Ohio. Big Ed Pugh designed the scenario to be a fast and easy way to introduce new players to Dark Heaven Apocalypse. "It's very fast and very deadly, while at the same time easy to learn," he says. "A group of 8 players could duke it out in the city and wrap the scenario up in about 3 hours or so. Every warband is equal stat-wise, so it becomes pure strategy at a certain point. And a lot of luck..."

Goal: To gather up as much gold as possible while eliminating rival groups. Scattered across the city are small piles of treasure (use markers such as dimes to denote a pile of treasure; 10-15 piles should be plenty. When a player kills the last member of another player's band, the victorious player takes possession of the eliminated player's gold. The player at the end of the game with the most gold wins. The game is over when only one player's miniatures are left on the table.

Setup: Each player should roll dice at the beginning of the game. The highest number gets to move first, with subsequent movement clockwise around the table.



The Authorative Digger McGee's Guide to

the Dwarves of Adon



This issue, we're going to take a closer look at some of the new dwarven models that sculptors Sandy Garrity and Bob Olley have created for the Dark Heaven miniatures line. When we asked Bob if he'd be interested in sculpting some new dwarves, he jumped at the chance. "Everybody likes dwarves," he said. "They're tough, tenacious and they never give up. Deep down, I'm probably part dwarf myself!"

Ferek Firestone dragged his sleeve across his forehead and peered into the night, looking for more foes. Normally he would be able to see in the darkness, but blood from the cut on his forehead kept running down into his eyes, making it nearly impossible to see anything. Were he any less of a tenacious dwarf, that might impair him. Additionally, his left arm hung limp at his side, and his shield lay on the ground split nearly in two by a monstrous axe. He kicked aside the ruined shield and headed south. Every step he took he felt the searing lightning in his ribs—he did not want to consider how many might be broken or worse. Ferek dragged his sword in his right hand and tried not to think about the pain. He tried not to think about what had just happened to his company. He was leading them on a routine patrol when they were ambushed. The orcs had hit them from all sides, and the fighting was bitter. Ferek had been the only dwarf alive when the orcs mysteriously retreated. Ferek slowly moved back towards the stone valley where the sacred tomb of an unknown dwarven hero rested. Once he was there, he would be able to rest. Surely the orcs that ambushed his patrol wouldn't be foolish enough to follow him there. Or would they?

Ferek found the natural stone steps that led down into the valley. After a quick check to see if anyone was following him, he went down. They led into a bowl-shaped depression only fifty feet around; in the center of the bowl was a square sarcophagus inlaid with dwarven runes. He put his back up against the cool stone of the stone crypt and looked up at the night sky. Then he heard voices. He looked back up to the steps and saw that the orcs had followed him, but they weren't coming down the stairs. They were pointing at him, and they seemed to be arguing over if they would dare venturing into the vale or not. Ferek almost sighed in relief until he saw that the orcs were joined by a large mountain troll. The troll, it seemed, was not superstitious, and

stepped down into the bowl in just a few steps.

Ferek stood up and hefted his axe onto his shoulder. "Come on down, brute," he said to the troll as it approached. "Ye might finish me off, but I swear by my father's beard, ye won't live to harm another of me clansmen again!"

Dwarves are perhaps the toughest and hardest race that exists on Adon. They prefer to build their homes in hills and mountains, and they are masters of masonry and metal working. Dwarves take great pride in their work, and they do not tolerate shoddy workmanship. Dwarven arms and armor are of the highest quality, and dwarves will always prefer to use the best materials available when they begin construction of any item.

Dwarves are about four to four and a half feet tall, densely and powerfully built. Dwarves may live to the age of five centuries or more. They are strong, both mentally and physically, and are highly resistant to poisons and magic. Dwarven memories are as long as their beards—insults or slights are rarely forgotten. Dwarves are often viewed by other races as stubborn, grim and dour. However, dwarves are highly honorable; when a dwarf gives his word on something, he will almost never go back on it.

In Adon, there are six major city-fortresses of the dwarves. Each of these fortresses is unique in design and specializes in a particular art or craft. Of the six, the two largest are Kragmarr and Thargall.

Kragmarr lies far to the north, nestled deep within the Draketeeth Mountains. This mighty stronghold is the largest of the dwarven fortresses of Adon, and it has the distinction of being the oldest as well. Here, travelers will find the finest example of dwarven culture and tradition. From the moment one enters the main gate of Kragmarr, the dwarves' mastery of stonework and masonry is clearly evident with arched doorways, high vaulted ceilings and paved roads that stretch nearly a hundred yards wide. High windows connected to long stone shafts that lead outside allow sunlight to illuminate the interior of the fortress. In other places,

dwarven rune priests have manufactured glow stones which emit a soft amber light. Where possible, the dwarves have added elegant enhancements of gold, silver or bronze to their stonework so that Kragmarr is always lit with a warm glow. King Harbromm Axehelm's colossal throne room is a marvel of dwarven architecture and engineering. Stretching nearly a mile in length, the throne room is lined with enormous pillars each carved in the shape of a mighty dwarf holding up the high ceiling.

The dwarf smiths of Kragmarr produce the finest weapons and armor in Adon. Every axe or mail shirt crafted in Kragmarr is a work of art, worked from the finest steel available. Some items are forged from truesilver, a very rare silver alloy that is highly prized amongst the dwarves. Truesilver is as strong as steel, but it shines brighter than polished silver.

Beneath the fortress lies the mines of gold, silver, iron and truesilver which the dwarves fervently guard. Unfortunately, Kragmarr lies in a hostile region, with several tribes of orcs, goblins and giants living nearby. For hundreds of years the monsters of the Draketeeth have waged an unending war battle to take Kragmarr and the mines, but the tenacious dwarves have held on although perpetually outnumbered. With the rise of Gragg Elflayer of Kargir, the orcs have become more organized. The king's scouts report that the ogre warlord Thagrum has been enlisted by Elflayer to capture Kragmarr, and a full scale assault is imminent.

Further to the south, just east of the Ritterlich Confederation lies the dwarven citadel of Thargall. Thargall was built only 400 years ago, a rather new city by dwarven standards. Several clans of dwarves from the Draketeeth Mountains followed the dwarven priest Bruga Bronzehelm southwards to the Redhorn Range. Bronzehelm claimed that he had been visited in his dreams by Frieda, the dwarven goddess of wealth. The goddess told the old priest to seek out the ruined city of Kragget, and that beneath the ruins he would find the "Smile of Frieda", a mother lode of gold only spoken of in dwarven legend. The dwarves eventually located the city, but it was already occupied by orcs and goblins. Not to be deterred from their quest, the dwarves immediately began construction of their new citadel just two miles north of Kragget. They named their new fortress Thargall, which in dwarven means "good fortune".

For the last few hundred years, the dwarves and the orcs have fought over the ruined city and the surrounding lands. Currently, the land is in the hands of the orcs.

The ruler of Thargall is the wise dwarf Norrin Silverbeard. During his reign, he has established trade routes with the humans of Ritterlich and the high elves of Tirithilia. Unlike their kin in the north, the elves of Tirithilia and the dwarves of Thargall share a deep bond of cooperation, which is surprising to many. Norrin Silverbeard is expected to soon make a great push to reclaim the disputed lands from the orcs, and he has hired mercenaries to aid him.

Dwarven Characters

Dwarven history is filled with tales of heroism and bravery. In both Thargall and Kragmarr, dwarven heroes are plentiful; here are but a few of them.

King Harbromm Axehelm (fig. 2378) is the current ruler of



Kragmarr and a descendant of a long and proud line of dwarven royalty. He ascended the throne after his father Hargrim. Axehelm died in a battle with the ancient frost dragon Crymaxathes. After his father's death, Harbromm tracked the wyrm back to its lair and slew it with the ancient axe Helmsplitter. The dragon's skin now covers the floor in the dwarf king's throne room.

During his reign, he has endured some of the worst events in the history of Kragmarr, from orcs sieges to earthquakes, but he has always kept his city and his people safe. The king is not married, and thus has not produced an heir, much to the dislike of his closest advisors.

The king is never without his magical axe Helmsplitter and he is always girded in a full suit of truesilver armor, a family heirloom.

Balan Ironbreaker (fig. 2373) serves as the champion of Kragmarr. Balan's body is criss-crossed with battle scars, a testimony to his years of fighting orcs and giants (whom he especially hates). When he is not at the king's side, Balan will most often be found at his favorite tavern drinking copious amounts of beer. When the time comes for battle, Balan usually fights with two magical axes forged of truesilver. Balan will most often be found leading a unit of dwarven fanatics.



Thorondil (fig. 2301) is a dwarf that wanders across Adon, searching for any clue surrounding the disappearance of his clan.



Ten years ago, Thorondil left his clan hall on a routine scouting patrol; when he returned mere hours later, he found the clan hall burnt to the ground and the dwellings looted. Oddly enough, there were no bodies of any of his clansmen, and no evidence as to the cause of their disappearance. His clan had simply disappeared. Over the last decade, Thorondil has searched northern Adon for any trace of his clan with no success. He is now living in Kragmarr, but he plans on traveling to Farkeep where he will attempt to hire a group of

adventurers to aid him in his search.

Nord Kegbreaker (fig. 2371) is an old dwarf priest who was at one time an acolyte under Bruga Bronzehelm. Nord is an expert on the ruins of Kragget, and much of his knowledge he learned from Bruga. Nord now works closely with Brag Ironballs and King Norrin on the plans of retaking the ruins.

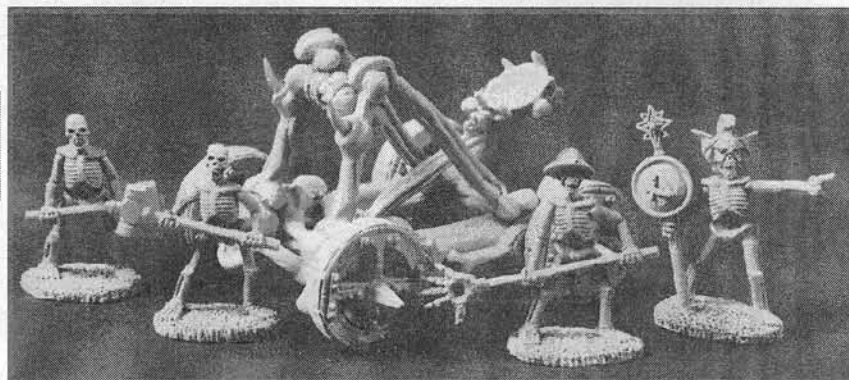
continued on pg. 52



Brag Ironballs
fig. 2376



Gord Ironhead
fig. 2384



Dragon Bone Catapult
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February Releases

2371 Nord Kegbreaker, Dwarf Priest
2372 Dieter von Regmon, Sorcerer
2373 Balan Ironbreaker
2374 Gargoyle Warrior
2375 Constantine the Large, Priest
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2377 Highland Dragon
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6041 Dwarven Spearman (4)
6042 Dwarven Command (4)

Bob Olley
Jim Johnson
Bob Olley
Ben Siens
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Orba Sinhan
Warlord of Taltos
fig. 2365



Lizardmen with
Spears
pack 6039



Ghost with Sword
fig. 2363



Balan Ironbreaker
fig. 2373



Nord Kegbreaker
Dwarven Priest
fig. 2371

Harbromm Axehelm
Dwarven King
fig. 2378



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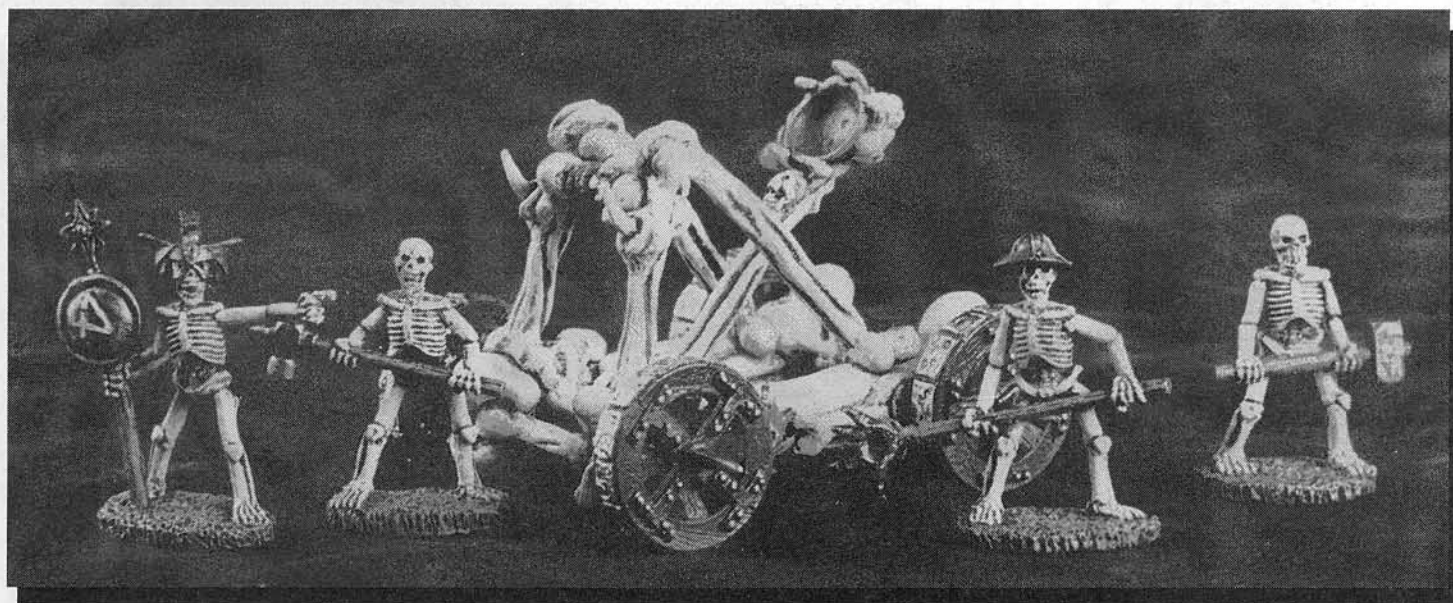


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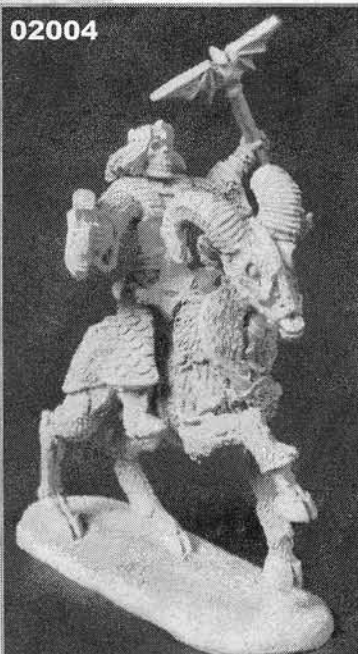


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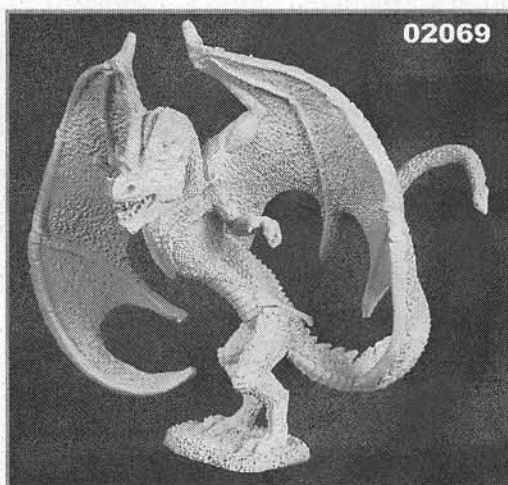
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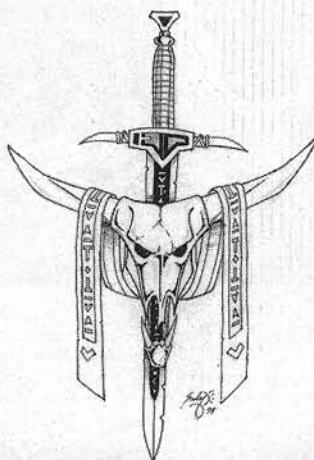


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02143



**ELLADAN OF SILVEROAK
(ELF)**

BY SANDRA GARRITY

\$ 2.50

02144



**ERIC SWIFTBLADE
SWASHBUCKLER**

BY SANDRA GARRITY

\$ 2.25

02145



GARGOYLE MATRON

BY BOB RIDOLFI

\$ 3.95

02146



UNHOLY WARRIOR

BY BOB RIDOLFI

\$ 2.25

02147



SPECTRE

BY BOB RIDOLFI

\$ 2.50

02148



GUARDIAN WRAITH

BY BOB RIDOLFI

\$ 2.50

02149



GHOST QUEEN

\$ 3.25

BY BOB RIDOLFI

02151



STARMANE

\$ 4.95

BY SANDRA GARRITY

02150



RAINDANCER

\$ 6.95

BY SANDRA GARRITY

02152



FAFNIR OF KJORD

BY SANDRA GARRITY

\$ 2.95

02153



**KOTHMAR INQUISITOR
OF KHANDULLIS**

BY SANDRA GARRITY

\$ 2.75

02154



**DORIAN STARBOW
(ELF)**

BY SANDRA GARRITY

\$ 2.50

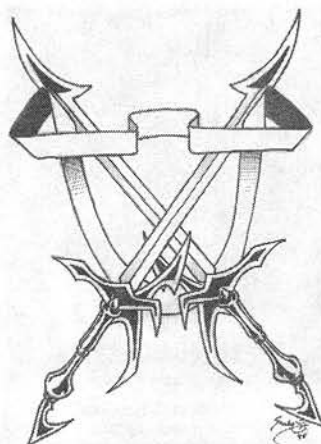
02155



**LIARA SILVERRAIN
(ELF)**

BY SANDRA GARRITY

\$ 2.25



02177



**TALISHA HIGHBRINGER
(ELF)**
BY SANDRA GARRITY

\$ 2.25

02178



**KNIGHT
TEMPLAR**
BY SANDRA GARRITY

\$ 2.75

02179



**KNOWL OF THE
BAKARATHI**
BY JIM JOHNSON

\$ 3.50

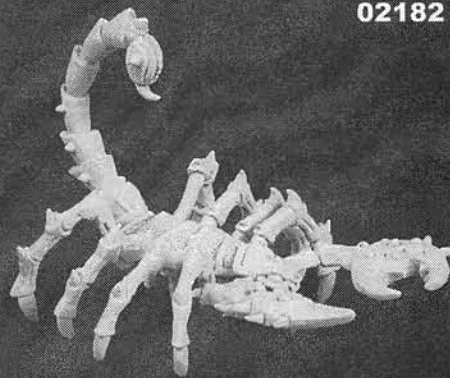
02180



**DARK LORD
LOGAR**
BY BOBBY JACKSON

\$ 2.25

02182



GIANT SCORPION

\$ 7.95

BY BOB RIDOLFI

02181



**SIRITHIS
SUCCUBUS PRINCESS**
BY BOB RIDOLFI

\$ 2.95

02183



**QUEEN SHANON
OF HEIMDALL**
BY SANDRA GARRITY

\$ 2.50

02184



JONAS KANE
BY BOB RIDOLFI

\$ 2.75

02185



MUMMY RISING

\$ 3.95

BY BOB RIDOLFI

02186



**ALFRED REDLUTE
BARD**
BY SANDRA GARRITY

\$ 2.25

02187



GRIMM GRAYRUNE
BY SANDRA GARRITY

\$ 2.50

02188



KNIGHT TEMPLAR
BY SANDRA GARRITY

\$ 2.75

02190



ANGEL OF LIGHT
BY SANDRA GARRITY

\$ 4.95

02192



ARACHNO ASSASSIN
BY ED PUGH

\$ 2.25

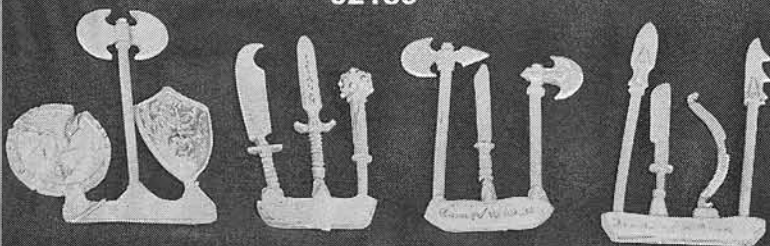
02194



**LORIEN
DAWNLIGHTER**
BY SANDRA GARRITY

\$ 2.25

02189



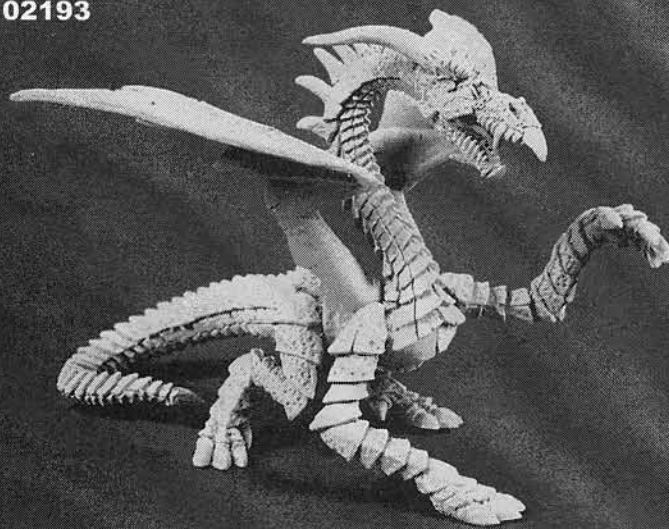
WEAPONS PACK I

\$ 4.95

BY SANDRA GARRITY & BOB RIDOLFI



02193

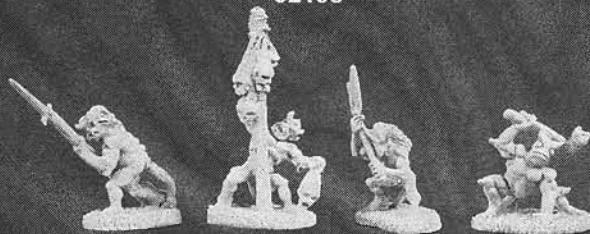


ABYZARAN THE FOREST DRAGON

\$ 10.95

BY STEVE SAUNDERS

02195



BLOOD IMP WARRIORS
WITH STANDARD

\$ 4.95

BY RENE PEREZ

02196



BLOOD IMP WAR BAND

\$ 4.95

BY RENE PEREZ

02197

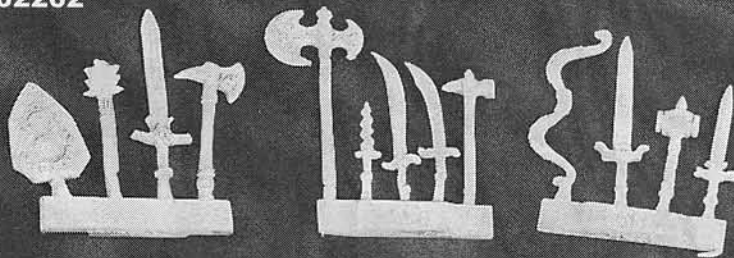


BLOOD IMP LORDS

\$ 4.95

BY RENE PEREZ

02202



WEAPONS PACK II

\$ 4.95

BY SANDRA GARRITY

02199



CLAUDIA VON MONDSTEIN

\$ 2.50

BY SANDRA GARRITY

02200



JUSTINE THE HOLY

BY SANDRA GARRITY

\$ 2.25

02201



NADIA OF
THE BLADE

BY SANDRA GARRITY

\$ 2.00

02204



SETHIS OF
ADIRI

BY BOB RIDOLFI

\$ 2.25

02205

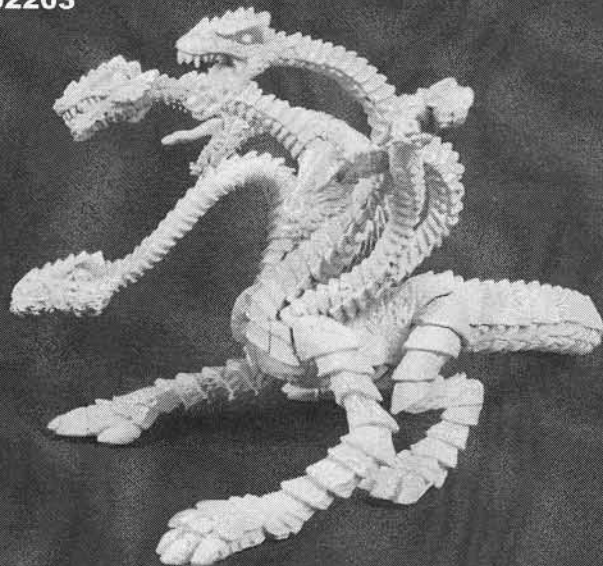


KRUPP WITH
GEMBALL STAFF

BY JULIE GUTHRIE

\$ 2.50

02203



HYDRA OF LERNA

\$ 11.95

BY STEVE SAUNDERS

02206



**PAZUZU WITH
GEMBALL STAFF**
BY JIM JOHNSON

\$ 3.00

02207



**FOALS
(2 IN PACK)**
BY RENE PEREZ

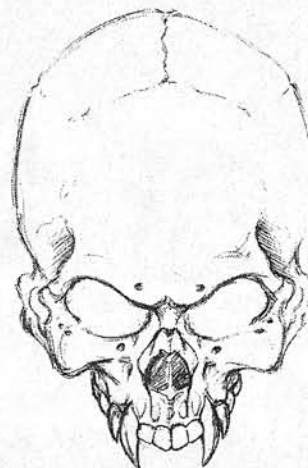
\$ 3.75

02208

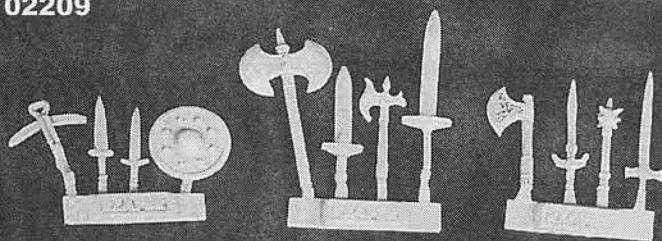


**EWAN MCCULLOUGH
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25



02209



WEAPONS PACK II

\$ 4.95

BY SANDRA GARRITY AND BOBBY JACKSON

02210



SKELETON

BY ED PUGH

\$ 2.00

02211



SKELETON

BY ED PUGH

\$ 2.00

02213



SKELETON

BY ED PUGH

\$ 2.00

02214



**SPIRITS
(2 IN PACK)**
BY ED PUGH

\$ 2.95

02215



GHOUL
BY ED PUGH

\$ 2.00

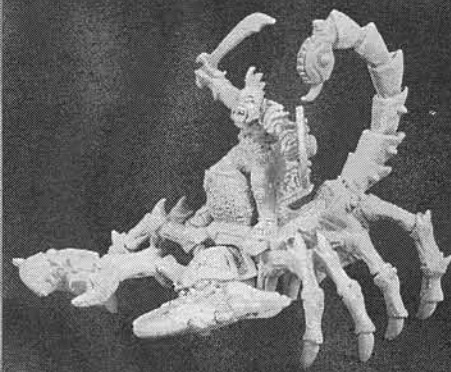
02216



KOSMO KILLER CLOWN
PAINTING CONTEST WINNER
BY RICHARD KERR

\$ 2.25

02212



MOUNTED ORC WARRIOR OF KARGIR

\$ 9.95

BY SANDRA GARRITY AND BOB RIDOLFI

02217



ROLLER GIRL
BY SANDRA GARRITY

\$ 2.25

02218



**ABRAXUS DIRE-DEAD
HERALD**
BY BOB RIDOLFI

\$ 2.95

02219



**DOMNU OF
THE SLITHE**
BY BOB RIDOLFI

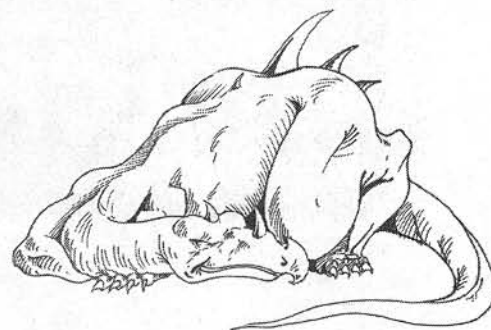
\$ 2.75

02220



**HARKUS GHOST
KING**
BY BOB RIDOLFI

\$ 3.25



02221



**MORRDHA
VAMPIRE LORD**
BY BOB RIDOLFI

\$ 2.50

02222



**SEAN O'RYAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02223



**ZOMBIE WEREWOLF
WITH VICTIM**
BY BOB RIDOLFI

\$ 3.75

02224



ARMORED ZOMBIE
BY BOB RIDOLFI

\$ 2.25

02225



SKELETON
BY BOB RIDOLFI

\$ 2.25

02226



**ELDARION
(ELF)**
BY SANDRA GARRITY

\$ 2.25

02227



**PRINCE NICHOLAS
OF ANHUR**
BY SANDRA GARRITY

\$ 2.95



02228



GORD IRONHEAD
BY SANDRA GARRITY

\$ 2.00

02229



BRAG IRONBALLS
BY SANDRA GARRITY

\$ 2.00

02230



**GWYNETH
ROANMANE**
BY SANDRA GARRITY

\$ 3.95

02231



**SIR MIGUEL OF
RACHEAU**
BY SANDRA GARRITY

\$ 2.50

02232



**KARINA OF
THE BLADE**
BY SANDRA GARRITY

\$ 2.25

02233



**DANTRAG
HEIMDALL CHAMPION**
BY SANDRA GARRITY

\$ 2.25

02234



MONIQUE DE NOIR
BY SANDRA GARRITY

\$ 2.25

02235



VANESSA REDSTORM
BY SANDRA GARRITY

\$ 6.95

02236



**STUM JAGSTONE
(DWARF)**
BY SANDRA GARRITY

\$ 2.00

02237



**BALAN IRONBREAKER
(DWARF)**
BY SANDRA GARRITY

\$ 2.00

02238



**WILLIAM O'RYAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02241



**SHAMUS ROWAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02239



MIA HARTSTORM
BY SANDRA GARRITY

\$ 6.95

02240



**BLARKAN OF
THE BAKARATHI**
BY JIM JOHNSON

\$ 3.50



02242



**IAN MCANDREW
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02243



**ROBERT O'MANNON
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02244



**LINROC BRIGHTRUNE
(DWARF)**
BY SANDRA GARRITY

\$ 2.25

02245



**DERLETH THE
FEY**
BY SANDRA GARRITY

\$ 2.50

02246



ELQUIN THE DARING
BY SANDRA GARRITY

\$ 2.50

02247



**ANGUS STORMHAND
KING OF HEIMDALL**
BY SANDRA GARRITY

\$ 2.25

02248



ALYSCIA OF THE FOREST
PAINTING CONTEST WINNER
BY BOB RIDOLFI

\$ 2.75

02250



EARTH ELEMENTAL
BY SANDRA GARRITY

\$ 5.50

02251



FIRE ELEMENTAL
BY SANDRA GARRITY

\$ 5.50

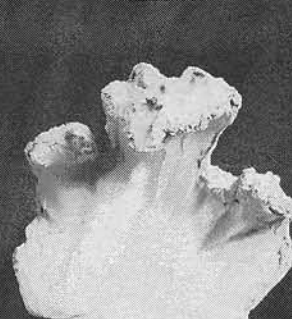
02252



WIND ELEMENTAL
BY SANDRA GARRITY

\$ 5.50

02253



WATER ELEMENTAL
BY SANDRA GARRITY

\$ 5.50

02255



GHOSTS
(2 IN PACK)

\$ 2.95

BY STEVE SAUNDERS

02254



**ALURA THE
SUCCUBUS**
BY SANDRA GARRITY

\$ 2.75

02256



**ARACHNO-ASSASSIN
ARCHER**
BY ED PUGH

\$ 2.50

02257



**SEAN O'CONNER
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02258



GROMDOOM OF THE BAKARATHI

\$ 3.50

BY JIM JOHNSON

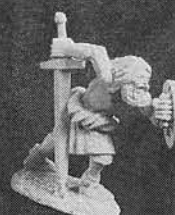
02259



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.25

02260



GAREB O'MANNON
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02261



WILLIAM DRAKEHART
BY SANDRA GARRITY

\$ 6.95

02262



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.50

02263



TREZZNA
BY SANDRA GARRITY

\$ 5.95

02264



DAVID WILLIAMS
BY BOBBY JACKSON

\$ 2.25

02265



WILLIAM MCANDREW
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02267



BRIANNA OF
THE BLADE
BY SANDRA GARRITY

\$ 2.25

02268



MILES O'MANNON
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02269



ASERLIS
LICHE LORD
BY BOB OLLEY

\$ 3.00

02270



GOLGOTH
THE ERADICATOR
BY BOB OLLEY

\$ 3.50

02271



BRUCE O'HUGH
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02272



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.25

02273




DEREK THE TALL
BY SANDRA GARRITY

\$ 6.95

02274	02275	02276	02277
			
DERN IRONFIST (DWARF) <i>BY SANDRA GARRITY</i>	WIGLAF, KJORD BESERKER <i>BY KEVIN CONTOS</i>	PATRICK ROWAN HIGHLANDER <i>BY BOBBY JACKSON</i>	DEAN HAWKWOOD <i>BY JIM JOHNSON</i>
\$ 2.00	\$ 2.25	\$ 2.25	\$ 2.25

02278



DRAMAN OF THE BAKARATHI
BY JIM JOHNSON

\$ 3.50

02279	02282	02281
		
BAALBEK OF JALAHANDRA <i>BY BOBBY JACKSON</i>	GHOUL WARRIOR <i>BY BOB RIDOLFI</i>	CRYPT WRAITH <i>BY BOB RIDOLFI</i>
\$ 2.50	\$ 2.25	\$ 2.50

02283	02284
	
ORK WARRIOR OF KARGIR <i>BY BOB OLLEY</i>	ARACHNO-ASSASSIN WARRIOR <i>BY BOB RIDOLFI</i>
\$ 2.25	\$ 2.25

02285	02286
	
OSVICK STRICK OF KJORD <i>BY SANDRA GARRITY</i>	QUINN ROWAN HIGHLADER <i>BY BOBBY JACKSON</i>
\$ 2.25	\$ 2.25

02288	02287
	
GARNUK THE OGRE <i>BY BOB OLLEY</i>	ORK WARRIOR OF KARGIR <i>BY BOB OLLEY</i>
\$ 5.95	\$ 2.25

02289	02290	02291
		
OLAF, WOLF WARRIOR OF KJORD <i>BY BOBBY JACKSON</i>	FENRIS THE PALE <i>BY JIM JOHNSON</i>	GARISH MCRAE HIGHLANDER SHAMAN <i>BY BOBBY JACKSON</i>
\$ 2.25	\$ 2.50	\$ 2.25

02292	02293	02294
		
DEREK THE TALL <i>BY SANDRA GARRITY</i>	MIA OF THE BLADE <i>BY SANDRA GARRITY</i>	THORONDIL OF KRAGMARR <i>BY SANDRA GARRITY</i>
\$ 2.25	\$ 2.25	\$ 6.95



02298



DAMON NASHORN

\$ 2.25
BY JIM JOHNSON

02295	02296	02297
		
JURGEN HEYERDALL KING OF KJORD <i>BY SANDRA GARRITY</i>	WIGHT OF THE WESTBARROW HILLS <i>BY BOB OLLEY</i>	KABALLAH THE COLOSSUS <i>BY BOBBY JACKSON</i>
\$ 2.95	\$ 2.95	2.50

02300



MOUNTED LANCER

\$ 6.95
BY SANDRA GARRITY

WING SPAN (175mm)

02299



BLACKSTING


\$ 15.95
BY KEVIN CONTOS

02301	02302	02303
		
THORONDIL OF KRAGMARR (DWARF) <i>BY SANDRA GARRITY</i>	TOBIAS THE DARK SPECTRE <i>BY BOB OLLEY</i>	MASON ROWAN CLAN LEADER <i>BY BOBBY JACKSON</i>
\$ 2.25	\$ 2.95	\$ 2.25

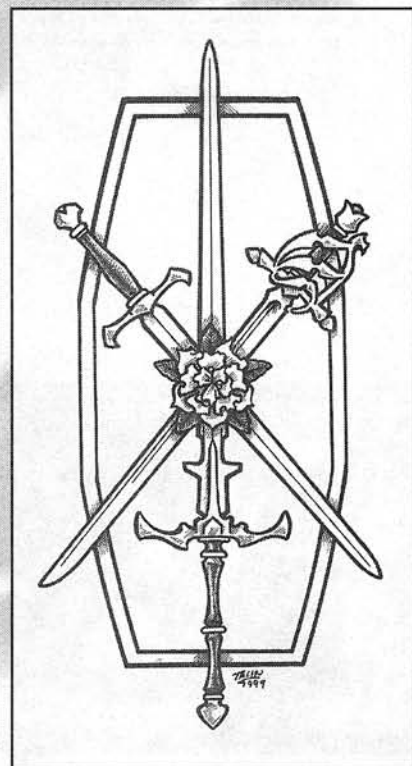
02304	02305	02306	02307
			
VANESSA OF THE BLADE BY SANDRA GARRITY \$ 2.25	REAPER OF THE APOCALYPSE WAR BY BOB OLLEY \$ 3.50	LOR GORNA WIZARD OF KJORD BY BOBBY JACKSON \$ 2.50	JOS GEBBLAR NECROMANCER BY JIM JOHNSON \$ 2.50

02308	02309
	
HURIN, CHAMPION OF ANHUR BY SANDRA GARRITY \$ 2.25	BATNA SUCCUBUS BY SANDRA GARRITY \$ 2.75

02310	02311
	
ST. TARKUS DIRE-DEAD INQUISITOR BY BOB OLLEY \$ 2.95	BLACK LEGIONNAIRE OF MALVERNUS BY BOBBY JACKSON \$ 2.25

02313

TREASURE HOARD I (3 PIECES IN PACKAGE) \$ 4.95 BY BOB OLLEY

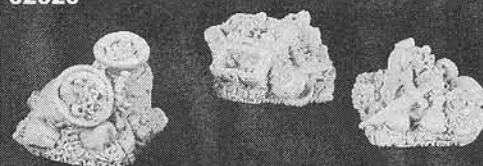
02312	02314	02315	02316
			
VOURGHA OGRE LEADER BY BOB OLLEY \$ 5.95	GHOST BY MARK KAY \$ 2.25	LIZARD MAN WARRIOR BY BEN SIENS \$ 2.25	BROM, BARBARIAN CHAMPION BY MARK KAY \$ 2.25



02317	02318
	
GRIM REAPER BY BOB OLLEY \$ 3.50	FERACH THE FURIOUS ORC WARLORD BY BOB OLLEY \$ 2.25

02319	02321
	
AMATHOR THE ARCH MAGE BY JIM JOHNSON \$ 2.50	BLACK ORC WARRIOR BY SANDRA GARRITY \$ 3.25

02322	02323	02324
		
KLAUS TOTENHERTZ VAMPIRE COMMANDER BY SANDRA GARRITY \$ 2.25	FEANOR STARBROW WOOD ELF KING BY SANDRA GARRITY \$ 2.50	WAR WIZARD OF MALVERNIS BY BOBBY JACKSON \$ 2.25

02320

TREASURE HOARD II (3 PIECES IN PACKAGE) \$ 4.95 BY BOB OLLEY

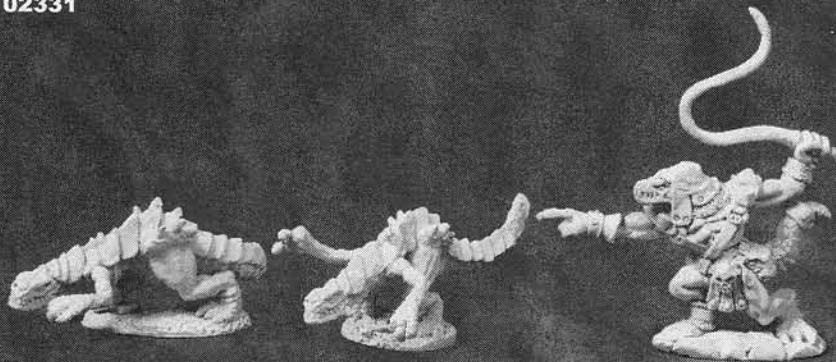
02325

KAGUNK OGRE CHIEFTAIN \$ 6.95 BY BOB OLLEY

02326	02327	02328
		
BRITTA, WAR MAIDEN OF RITTERLICH BY BOBBY JACKSON \$ 2.25	ULF WOLFMANE CHAMPION OF HALDOR BY JIM JOHNSON \$ 2.50	LORATH ORC SHAMAN BY BOB OLLEY \$ 2.25

02329	02330
	
SIOBHANA VAMPIRE QUEEN BY JIM JOHNSON \$ 2.25	TEMPLAR KNIGHT BY BOBBY JACKSON \$ 2.25

02331



LIZARD MAN WITH LIZARD HUNTING PACK

BY DEN SEINS
\$ 6.50

DHA

DHA Catalog

02332



TEPES TRAJAN
VAMPIRE CHAMPION
BY JIM JOHNSON
\$ 2.25

02333



ORLOTH HOARBEARD
OF KJORD
BY MARK KAY
\$ 2.75

02334



AMROTH STARLIGHT
ELVEN WARDER
BY SANDRA GARRITY
\$ 2.50

02335



BLACK ORC
W/ TWO HANDED SWORD
BY SANDRA GARRITY
\$ 3.50

02336



EMILE VAN STORME
VAMPIRE WARLORD
BY JIM JOHNSON
\$ 2.50



02337



INQUISITOR OF
MALVERNIS
BY BOBBY JACKSON
\$ 2.25

02341



STEFAN VON KRUGER
VAMPIRE WARLORD
BY SANDRA GARRITY
\$ 2.50

02342



SKARR, ORC WARLORD
OF THE WOODSPIKE
BY SANDRA GARRITY
\$ 2.25

02338



STERN KESTRELMANN
CHAMPION OF DORNHEIM
BY JIM JOHNSON
\$ 2.25

02339



TEMPLAR
KNIGHT
BY BOBBY JACKSON
\$ 2.25

02340



UNTHAR GODSHAND
HIGH PRIEST OF ANARION
BY SANDRA GARRITY
\$ 2.50

 <p>02343 DRAKE WHITERAVEN HEROIC WIZARD BY SANDRA GARRITY \$ 2.75</p>	 <p>02344 CATHERINE MANNON BY SANDRA GARRITY \$ 2.25</p>	 <p>02345 ANHURIAN ELITE GUARD BY SANDRA GARRITY \$ 2.75</p>
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02346
ANHURIAN CAVALRYMAN
BY JIM JOHNSON
\$ 6.95

 <p>02347 PRINCE DENETHOR OF HALDOR BY JIM JOHNSON \$ 2.50</p>	 <p>02348 KRISTA, RITTERLICH WAR MAIDEN BY BOBBY JACKSON \$ 2.50</p>	 <p>02349 JON OTTERMAN TEMPLAR SPELLCASTER BY BOBBY JACKSON \$ 2.50</p>
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 <p>02350 BARBARIAN WARRIOR OF HEIMDALL BY MARK KAY \$ 2.50</p>	 <p>02351 S'ATHKA, GREATER LIZARDMAN WARRIOR BY BEN SIENS \$ 3.00</p>	 <p>02352 VENOM, FEMALE VAMPIRE WARRIOR BY JIM JOHNSON \$ 2.50</p>
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02353
RAT SWARM (4 STANDS)
BY BOB OLLEY
\$ 4.95

 <p>02355 BRAN O'MANNON BY JIM JOHNSON \$ 2.95</p>	 <p>02356 TA'RESK, BLACK ORC WARLORD OF KARGIR BY SANDRA GARRITY \$ 3.25</p>
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02357
HIGHLANDER CAVALRY W/AXE
BY BOBBY JACKSON
\$ 6.95

02358



**LARS RAGNARSON
CHAMPION OF KJORD**

BY SANDRA GARRITY

\$ 2.75

02359



**EDWIN MCANDREW
HIGHLANDER CHAMPION**

BY SANDRA GARRITY

\$ 2.50

02360

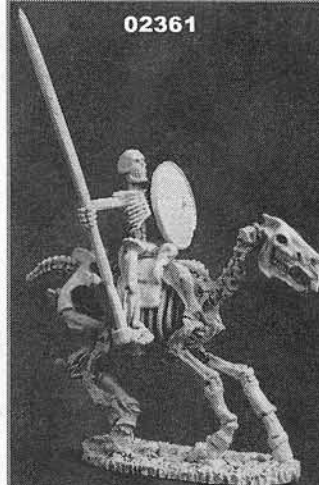


**CARDOLAN LONGSTRIDER
RANGER**

BY JIM JOHNSON

\$ 2.75

02361



SKELETAL CAVALRY W/SWORD

BY BOB OLLEY

\$ 6.95

02362



HIGHLANDER ZOMBIE

BY BOBBY JACKSON

\$ 2.50

02363



GHOST WITH SWORD

BY MARK KAY

\$ 2.50

02365



**ORBA SINHAM
WARLORD OF TALOTOS**

BY JIM JOHNSON

\$ 2.50

02366



DAR DIMPLEFOOT

BY SANDRA GARRITY

\$ 2.25

02367



DRAGOTH THE DEFILER

BY BOB OLLEY

\$ 3.50

02370



**LUTHER BALDWIN
TEMPLAR COMMANDER**

BY BOBBY JACKSON

\$ 2.75



A Reaper Christmas

Like last year, we had a blow out celebration playing laser tag. Team leader honors were won by none other than Fearless Leader, aka ReaperEd, and the Immortal One, aka ReaperAP. Yours truly and ReaperRon scored between "I'm the Angel of Death" and a ham steak. Last years team leader, Price, wasn't there this year. As for Mike, well, a cartoon says a thousand words.

TalismanTM

SERIES



72059



72060

ProCounters have a definite advantage over using pen & paper or those glass baubles. ProCounters easily fit into your card cases. A two piece design with beautiful bas relief sculpting work by Sandra Garrity. 2 inches in diameter with a reversible bottom disk that tracks lifepoints from 1-40

72059	LIFE	\$ 8.95
72060	LIGHT	8.95
72061	DARKNESS	8.95
72062	STRENGTH	8.95
72063	ENERGY	8.95



72061



72062



72063

REAPER'S ON LINE PAINTING CONTEST



From Dee Sanders
Wills Point, TX
Kosmo Killer
Clown



From Laszlo Jakusovszky
San Jose, CA
Roller Girl



From Matt Clark
Rock Island, IL.
Alyscia of the
Forest



Mike McCuen
Arbutus, MD.
Protector of
Souls

WWW.REAPERMINI.COM

DARK HEAVEN APOCALYPSE

ARMY PACKS



05001 SKELETAL SWORDSMEN
5 OF 02015 \$ 6.95



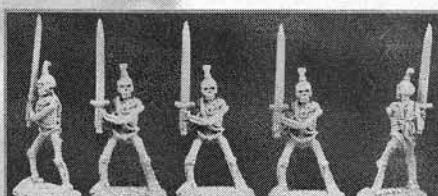
05002 SKELETAL BOWMEN
5 OF 02013 \$ 6.95



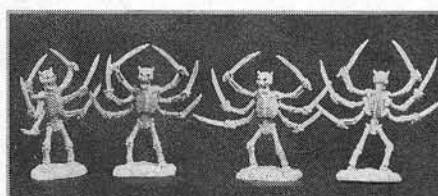
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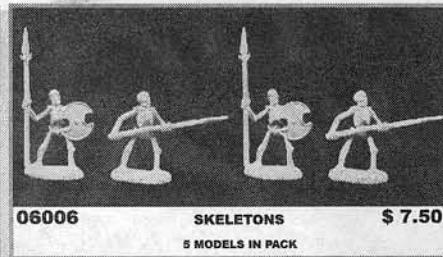
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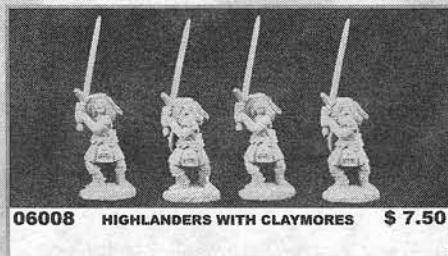
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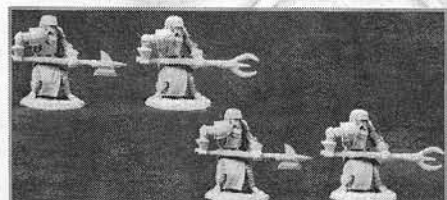
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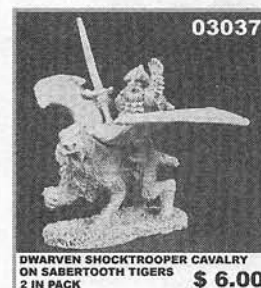
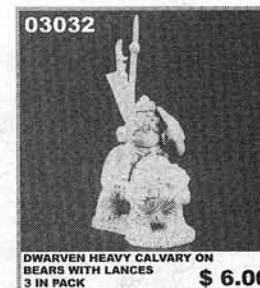
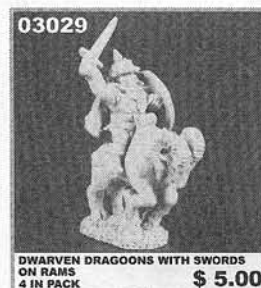
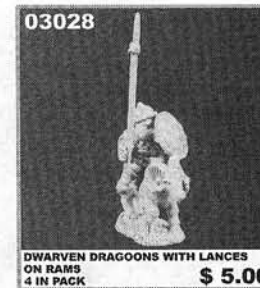
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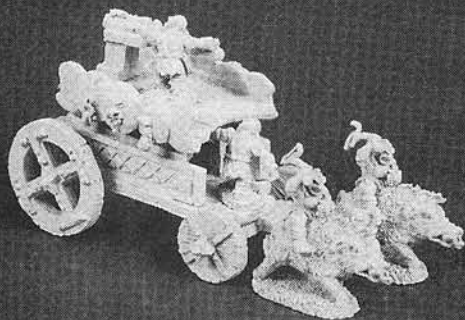


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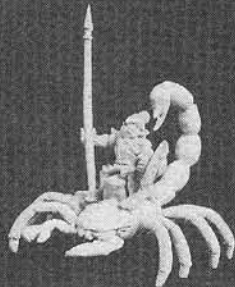


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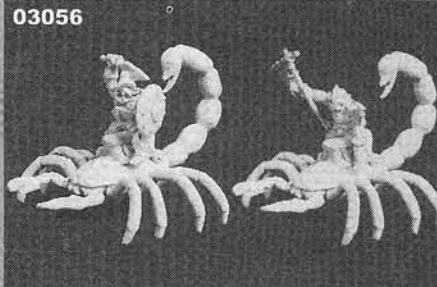


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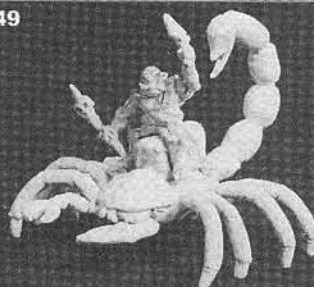


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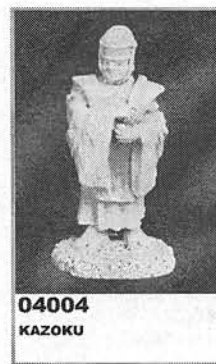
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Casket Works Funny Boy Contest Winner!

Congratulations goes out to John Peterson of Utah for winning the Funny Boy contest from Casket Works issue #3! John is the winner of \$30 worth of Reaper products of his choice. John, the info should be in the mail! Blame Ron if it isn't.

When is the next contest you say? Well, I can't talk too much about it here so I'll just refer you to the Posterior End of the magazine and you can see for yourself. In the meantime, check out the winning entry below, submitted by John Peterson.



What time is it guys? Babewatch time!

Oh yeah, boys! Time for your favorite part of the magazine: the Babewatch! What's that? You don't know what Babewatch is? Well, this is our little casting call for the Dark Heaven movie (due out October 32nd). This month, the character is Jade, our lovely dancing girl. Who would we pick? Take a look below... (imagine these beauties in their skivvies).



fig. 2101 - Jade



Jennifer Love Hewitt - Jennifer is such a little miracle. If you want to know what a "little miracle" is, ask Ron at any convention that Reaper attends.



Catherine Zeta Jones - No, she's not Hispanic, but Welsh! She had all you Zorro fans tricked, huh? She could possibly be the most gorgeous woman in the world.



Alyssa Milano - Who's the Boss? Who's your daddy? Oh, excuse me. I forgot where I was. Check out that vampire movie she was in some time ago. Hubba hubba!



GAUTH:
 A name whispered by heroes
 and spoken only by fools.
 A bloody tale told to frighten
 children in the night.
 A terrible legend that no one
 thought could be true.

His ancient reign of terror in the Old Ages of Adon is remembered only by the oldest records of the Chroniclers. Even they held great fear of Gauth, for he did not honor their eternal pact of neutrality. The bones of several of their order are thought to litter his vast lair.

His full name was Shalmagauth the Wyrn of Kaingor Mount. His legend shortened it to merely Gauth - humans and other such short-lived races can rarely be bothered with remembering long titles. Gauth's bloody legacy was first recorded in 1265 Old Age, when the high elven chronicler Tyrival wrote, "...and Lord Celebrand of the House of Irimmir rode forth on his destrier with a score of his best knights to meet the storm dragon, known to the elves as Shalmagauth, the Great Death. They rode forth to slay the wyrn, who had plundered, murdered and burned the country and the surrounding lands. They rode forth with honor, dignity, courage and resolve. They were armed with the finest weapons and armor that the elves could craft. They were utterly obliterated in five minutes." The Chroniclers Order believes that Shalmagauth, at the time of this tale, was still a young dragon, although extremely powerful. Lord Celebrand's weapons and armor were but the beginning of his awesome treasure hoard.

After the battle, some twelve years later, the invading skoli learned of Shalmagauth. Without warning, he attacked their fortress Man'Daku in the present day Besiac Wastes. The warlord of the fortress, a huge skoli warrior named Cha'Kak, had recently plundered an ancient Hakirian pyramid, returning to Man'Daku with chests and sacks nearly bursting with gold and gems. Amongst the great treasures he plundered was the Sun Barge of Tarumathep, a 40-foot long riverboat that was layered in sheets of gold and studded with thousands of gems. When Shalmagauth attacked Man'Daku, he ruthlessly slaughtered over half of the skoli in the

fortress. Cha'Kak himself, famed to be one of the mightiest skoli of the time, was helpless against Gauth. After he devastated Man'Daku, the great wyrn then flew back to his lair in northern Adon clutching the Sun Barge in his claws.

Shalmagauth was not seen again until the New Age, during the times after the Skoli were driven from northern Adon. The newly free peoples of the lands around the Sea of Stars were exhausted from the years of fighting and thus were no match for a rampaging dragon. For months, Shalmagauth raided openly, gathering for himself enough wealth to make the most prosperous of kings envious. Just as soon as the raids began, they stopped. Shalmagauth simply disappeared, returning to his lair to sleep for the next two centuries.

In 288, a series of earthquakes rocked northern Adon, leaving thousands dead and chaos reigning. These



Front view of the
Great Dragon

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Gauth Dragon LM/elite/Hvy. Armor/flyer/16STR/2HW Skills: Moves as Class 3 +2 to Moral Primary Ability: Fear Additional Ability: Lightning	3 (4)	14"	9	+24	16	-	-	-	+11	+1	+3	-	8	6	6	-	-	792	10006

massive quakes destroyed the elven city of Quessallas and the dwarven city of Karzabal. Even worse for the people of Adon, the wyrm's lair was also heavily damaged in the quake and Shalmagauth was awakened from his slumber. Hungry from nearly two hundred years of hibernation, Gauth came upon the thousands of dwarves making their way south to Kragmarr. The dwarves, fleeing from their shattered homes in Karzabal, were no match for the dragon. Hundreds of dwarves were killed or devoured by the wyrm in the high passes of the Draketeeth. In the valley where the massacre occurred, known today as the Vale of Woe, stands a dwarven obelisk carved with the names of the victims that perished that day. Many dwarves of Adon have sworn revenge for this tragedy, and all that have sought the wyrm have never returned.

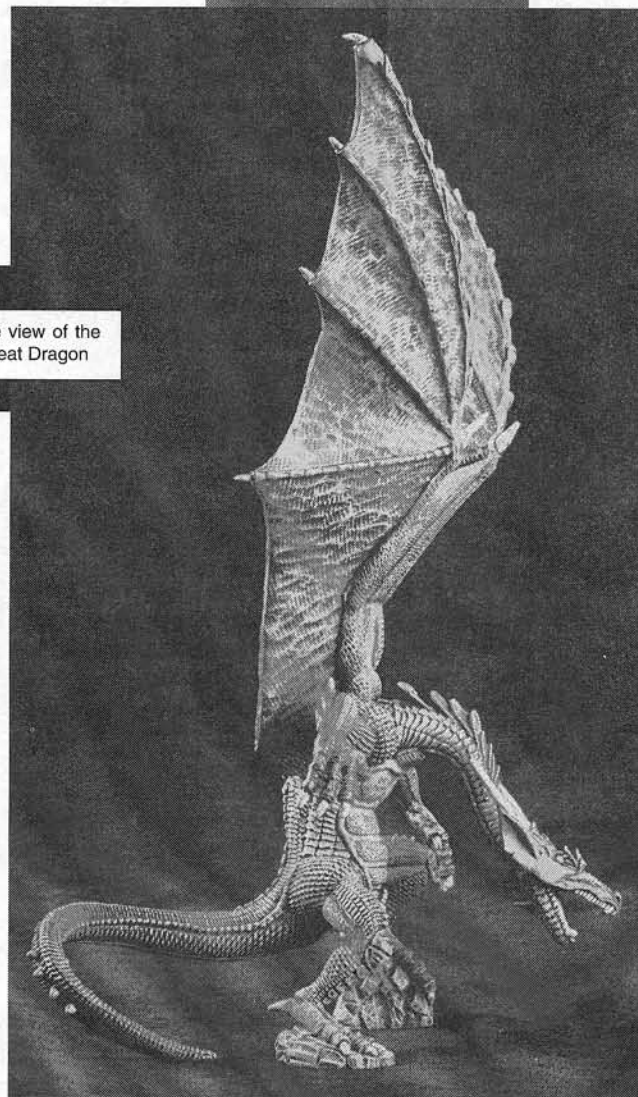
His belly full of dwarf flesh, Shalmagauth sought out a new lair. He finally chose the very home that the dwarves had just fled: the ruins of Karzabal. Although it was it was damaged by the quake, Shalmagauth quickly made it to his liking. However, as he was transporting his hordes of riches to his new home, he discovered the Night Eyes tribe of orcs surveying the ruined city, and possibly considering making it their own. Shalmagauth swooped down toward the orcs, and they immediately fled, desiring no quarrel with the great wyrm. The dragon, now relocated to his new home, lay upon his mounds of treasure and bones and fell into a deep slumber for 300 more years.

In 584 NA, a group of brave adventurers known as the Silver Fist claimed to have located the ruins of Karzabal as well as the lair of Gauth. The only record of their discovery comes from some of the scouts that helped them discover Karzabal. The scouts watched as the Silver Fist entered the ruins of Karzabal, refusing to enter it with them. According to one of them, the peak of Mount Ningelrun was lit up for two days and two nights by loud explosions and spectacular pyrotechnics. The scouts then fled back to the city of Westin hall of Breonne. The members of the Silver Fist were never seen again, but within a week of the battle, Shalmagauth appeared in the skies above Westin hall. The dragon razed the city with his lightning breath, killing thousands. The dragon was driven off by catapults and magic, but not without loss. Westin hall was almost entirely destroyed, and the fires in the city lit up the sky for days on end before they were extinguished. Shalmagauth then turned eastward towards Racheau, then into Ritterlich and Haldor, burning crops and devouring livestock across the lands. For nearly a month the dragon rampaged across the lands. Property damage was immeasurable, and thousands of citizens and soldiers were killed or eaten by the wyrm before he disappeared into the night. Most

of the Chronicler's information on Gauth comes from this time.

Within the first few months of 986 NA, the current year in Adon, rumors have begun saying that the dragon has returned once again. For what reason, none can say. Perhaps to protect his spoils from the Reapers of the Apocalypse, or possibly to simply fill his belly and add more treasure to his incredible hoard. None can say, but one thing is certain: Wherever Shalmagauth appears, destruction is sure to follow.

Side view of the Great Dragon



Lizardmen of the Malapango Jungle

by Robert "Warmastr" Allen

Lizardmen of the Malapango Jungle
As noted by Chronicler Augustine the Bold



One of the greatest discoveries of the year 974 was the existence of Lizardmen in the lands south of Hakir. The men of Hakir had legends of the them, calling them Sli'karra – "Green Devils". Many members of our order felt that this was merely misreported sightings of the savage orcs who make their home in the Malapango. The Hakir have long struggled with

raids from these orcs – but no major incursions – and therefore it was widely believed that these Sli-karra were merely half-seen orcs.

However, during an attempted voyage from Breonne to Hakir, my ship, the Righteous Arm, was battered in a terrible storm on the Cerulean Ocean. The captain tried desperately to bring us to land, but to no avail. We were trapped at sea while the storm tossed us about for nearly a week. After the storm subsided, we made landfall on the shores by the Malapango Jungle. The crew of the Righteous Arm were eager to set course for Hakir, but the captain ordered them to gather some foodstuffs from the jungle.

While the crew was foraging, I came ashore to experience the fierce Malapango. It has never truly been explored – only the very brave or very foolish came here, and the stories of both were commonly known. I was very aware of the inhabitants that the Hakir had faced – a savage group of orcs, less civilized than their cousins in Kargir or the Monglash



**All models
designed and
sculpted by
Ben Siens**

Steppes, but no less deadly. There was also rumors of a civilization of warrior women,

but no real proof of their actual existence. I myself thought of it as a tall tale that sailors told one another for their amusement.

I did not allow myself to wander very far into the jungle. My caretakers, Adepts Willan and Sarow, were very hesitant to enter at all. They tried to remind me that the code that protects the Chroniclers has no sway with the jungle beasts that dwell here. They will yet learn that the acquisition of knowledge outweighs the fear for one's own life.

I would like to say that my keen powers of observation caught one of the Lizardmen unawares. That would be a gross exaggeration. Three of them, armed with bows, sprung out of hiding places and startled the three of us. Adepts Willan and Sarow be praised, for they quickly placed themselves between danger and myself. The lizardmen,

while all having an arrow notched in their bows, seemed to regard us with curiosity. After a moment, I eased past my protectors to view them.



They were magnificent – tall, sleek, and apparently very muscular. They studied us as much as we studied them, until one of them made a slight noise and all three vanished into the jungle. That would be but my first

encounter with them.

It took several hours of negotiation with the captain of the Righteous Arm to earn my stay in the jungle. He only consented, in the end, so long as I took a dozen of his crew as further protectors. The captain would return in a month's time to retrieve us all and journey back to Breonne. The



crew selected for this task were thoroughly displeased with their new roles. A frightened and superstitious lot, to a man. Still, the opportunity to see more of the Lizardmen was worth any price.

We set-up camp on the beach, and then I took every opportunity to study the Lizardmen. They were not easy to find – they seemed to be masters of

camouflage. Some of them even seemed capable of changing their skin color to blend in with their surroundings. Still, I was able to count over forty of them during my month of study, and was able to learn some of their social habits. Including several conflicts with the savage orcs.

The leaders of the Lizardmen are the larger ones, which I

titled the “Lizardman Tyrants”. They seem to earn their leadership simply by being the largest and best fighters. They do not, however, rule by force – there seems to simply be an understanding of the hierarchy in all lizards. The Lizardman Tyrants always seemed to lead from the front, wielding massive clubs or

other large crushing weapons. Some carried swords, which I think must have been salvaged from other races – I saw no



evidence of actual metalsmithing by the Lizardmen.

The next caste of Lizardmen was the most common. The medium sized Lizardmen filled many roles in the society- worker, hunter, warrior, and even wise men or shamans. The first Lizardmen I encountered was of this stock. I saw them in many roles, including one shaman during a battle with a band of orcs. His magical powers, while primitive, seemed more than a match for the orcish shaman.



Finally come the smallest Lizardmen, which I dubbed the “Pack Lizards”. They seemed less intelligent than their kin, and in fact were something akin to horses or dogs in a human society. They did not appear enslaved by the other Lizardmen; in fact, they seemed very natural in their roles.

The Lizardmen do appear to have a fairly primitive civilization – their weapons are commonly stone-tipped spears or clubs, they lack any agriculture, and do not seem to have a written language. However, they are very well organized- in all of the skirmishes I saw them have with orcs, they acted cohesively and directly.



Continued on pg. 53

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Tyrant Hero TLM/Inf/Hero/Elite/Hvy Armor/ 4STR/Sgt	4	10"	9	+11	4	-	-	-	+5	-	+2	5	4	-	-	-	-	154	April
Tyrant with Club TLM/Inf/Elite/Mdm Armor/2HW	3	10"	7	+7	1	-	-	-	+3	-	+1	-	-	-	-	-	-	44	April
Lizardman with 2 Handed Club LM/Inf/Vet/Mdm Armor/2HW	3	10"	6	+5	1	-	-	-	+2	-	+0	-	-	-	-	-	-	34	April
Lizard Archer LM/Ranged Inf/Vet/Lt Armor	3	10"	6	+2	1	+0	20"	1	+1	-	+0	-	-	-	-	-	-	37	April
Lizardman with Spear LM/Inf/Reg/Lt Armor/Long Spear	2	12"	5	+2	1	-	-	-	+1	-	+0	-	-	-	-	-	-	18	April
Lizardman with Club LM/Inf/Reg/Lt Armor	2	12"	5	+1	1	-	-	-	+1	-	+0	-	-	-	-	-	-	14	April
Lizardmen Morale Musician or Standard Bearer LM/Inf/Reg/Lt Armor/Standard or Musician	2	12"	5	+1	1	-	-	-	+1	-	+0	-	-	-	-	-	-	19	April
Lizardmen Shaman LM/Inf/Mage/Vet/Lt Armor	2	12"	6	+2	1	-	-	-	+1	-2	+0	-	-	-	-	5	-	130	April

There used to be some dwarven runes up here but Mike

The end of words for "End of Days."

In *End of Days*, Arnold Schwarzenegger plays an ex-cop who has to save the world from the devil! (I hate it when that happens...). Gabriel Byrne plays Satan, and Robin Whatserface plays the mother of the Anti-Christ. Otherwise known as my ex-girlfriend. Anyways, Arnie kicks demon arse and saves the day. Then has a grapefruit and some Duff Beer. Oh, happy day! Hope I didn't spoil the movie by giving away the ending there.

Mike: Ah, another Arnold one-liner. "Easee wit the hawrdware." Nothing spectacular here. Although it must be nice to be Satan and just walk around grabbing women by their breasticles. (C+)

Ron: the end of the world movie genre is pretty stale, and Hollywood really bombarded us with Apocalyptic movies last year. Apocalypse, apocalypse, apocalypse. When will it end??? Oh, wait. Never mind. Seriously, for that type of movie, it was pretty good. Fun and action packed. Arnold, one of my favorite actors, has a few very funny lines. (B)

Gary: Arnold should not have made it. It blew! Just another special effects glossed script. (C-)

Ed: Solid B for a big budget B Grade film. Perfect high action Schwarzenegger movie, the ultimate in mindless entertainment. (B)

Dave: Lot of action, typical Schwarzenegger movie. The ending was a little weak. (B)

Price: The moral of this movie is "Arnold should impale himself and never make another movie." But...oh, never mind. (C-)



STEEL and STONE

Dwarves vs Gargoyles

King Harbromm Axehelm sat on his stone throne and motioned for the messenger to approach. "Scrabble yer slow self up here, and make it fast," the king barked. Even on his most pleasant of days, King Axehelm was not a patient dwarf. It was the divine right of Kings to be surly, and King Axehelm was not one to give up his divine rights.

The messenger was a young dwarf dressed in the work clothes of a miner, caked and stained with dirt. He hastily stumbled forth and knelt before the king's throne. It was readily apparent that he had run quite a distance, for he was breathing hard, and his beard and clothes were soaked with sweat. "My king," he began, trying to catch his breath, "in the tunnels...in the...the new...mines..."

It took the king's face mere seconds to redden as he began to lose his patience. "What?!! What's in the new mines? Out with it boy!"

"Intruders, m'lord! We was...ambushed...didn't know what hit us..." the young dwarf stammered.

If King Axehelm's sour demeanor was typical, it was his rage that was notorious. He pulled himself to his feet so quickly that his crown fell off of his head. He waved his fist in the air as he shouted: "Nobody ambushes me people, especially in me own mines!" The king grabbed his axe Helmsplitter and ran his thumb over the blade even as his advisors fumbled to pick up his crown and replace it on his head. "Who was it, lad? Was it orcs? If it was orcs, I'll be..."

The messenger, seemingly more terrified of his king than anything else, stammered out the answer and cut the king off in mid-sentence. "No, my king, it wasn't orcs. It was gargoyles!"

"Gargoyles? Gargoyles!!" King Axehelm roared in anger and the recently replaced crown plummeted to the

floor again. He spit and let loose a rapid-fire barrage of dwarven profanities - including some relating gargoyles to the spawn of mountain goats and sheep. "Damn it all! If there be something I can't stand worse'n orcs, it's gargoyles!" The king stormed forth from his throne past the messenger, still kneeling on the ground. "Come on boy, show us the way!"

In 986 NA, the dwarves of Kragmarr discovered a small lode of gold not a day's march from his underground fortress. Since the area was well within the realm he claimed, the King immediately sent a work force to begin mining the precious metal. What he was not aware of, however, was that the lode ran through a cave that a flock of gargoyles had recently claimed as their own.

It took several days for the dwarves to awaken the gargoyles from their hibernation. However, after hearing a cacophony of clanging hammers, breaking rock and drunken singing, the gargoyles were awake, perturbed, and looking to silence whatever had awoke them. They swooped into the mines and discovered the dwarven mining operation - digging into their new homes! Gargoyles, not being either a communicative race, or particularly open or friendly creatures, replied to this threat with their typical response. They immediately attacked the intruding dwarves, and summarily tore them to shreds.

So, now, King Axehelm and a force of dwarven warriors are marching into the cavern to chase off the intruding gargoyles, as well as repay them for the death of their clansmen. The gargoyles, on the other side, are not going to allow a stunted race of bearded bullies to invade their new cavern home.

forgot to include the font so Mike is now a dork

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
King Harbromm Axehelm Army Commander Enchantments: Weapon: +5 to Close Combat Armor: +3 to Ranged Defense, +2 to Magic Defense	4	8"	9	+16	5	-	-	-	+7	-	+5	20	8	-	-	-	-	356	2378
Grim Grayrune Runepriest Enchantments: Weapon: +2 to Close Combat Armor: +2 to Racial Base Staff: +2 to Magic Attack, +2 to Magic Defense	4	8"	8	+10	1	-	-	-	+5	+0	+4	20	7	-	-	6	-	434	2187
Balan Ironbreaker Champion Skills: +4 to Close Combat	2	14"	9	+14	6	-	-	-	+2	-	+3	5	8	-	-	-	-	322	2373
Musician & Standard Dwl/Vet/Lt Armor (2) figures from pack	2	12"	6	+2	1	-	-	-	+1	-	+2	-	-	-	-	-	-	54	6042
Rumble Brigade (10) Warriors with Axe	4	8"	7	+5	1	-	-	-	+3	-	+2	-	-	-	-	-	-	420	6018
Stingers (8) Warriors with Crossbow	3	10"	7	+4	1	+1	20"	-	+2	-	+2	-	-	-	-	-	-	496	6014
Linebreakers (10) Warriors w/ 2 Handed Hammer	3	10"	6	+5	1	-	-	-	+2	-	+2	-	-	-	-	-	-	380	6020
Dwarven Swordsmen (8) Warriors with Sword	4	8"	6	+4	1	-	-	-	+3	-	+2	-	-	-	-	-	-	304	2052
Cleaving Brigade (9) Warriors with 2 Axes	2	12"	7	+3	1	-	-	-	+1	-	+2	-	-	-	-	-	-	234	2161



The gargoyle are out for dwarven blood!

Dwarven Army

3000

This scenario is best played on a small table, to represent the cramped confines of the dwarven mine. The dwarves deploy at the bottom edge of the table, up to 12" in. The gargoyles begin at the opposite edge of the table, and may deploy up to 16" in. Since both sides feel that this area is their rightful property, the game is not over until one side is completely destroyed or routed off the table. Neither side will give quarter to their foes.

Gargoyle Army

3002

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Blastkoal Gargoyle Hero Gar/Hero/Elite/Hvy/Flyer/Sgt Skills: +2 to Close Combat	3	16"	9	+13	4	-	-	-	+5	-	+2	5	6	-	-	-	-	237	2374
Darcquartz Gargoyle Hero Gar/Hero/Elite/Hvy/Flyer/Sgt Skills: +2 to Close Combat	3	16"	9	+13	4	-	-	-	+5	-	+2	5	6	-	-	-	-	237	2379
Matron Opalz Army Commander	3	14"	7	+6	1	-	-	-	+4	-2	+1	20	-	-	-	4	-	146	2145
Micacia Sorceress	3	14"	7	+6	1	-	-	-	+4	-2	+1	-	-	-	-	4	-	126	2145
Gargoyles (14) Heavy Elite Gargoyles	3	14"	7	+6	1	-	-	-	+4	-	+1	-	-	-	-	-	-	756	2040
Gargoyles (18) Medium Elite Gargoyles	2	16"	7	+5	1	-	-	-	+3	-	+1	-	-	-	-	-	-	828	2038
Gargoyles (16) Veteran Gargoyles	2	16"	6	+4	1	-	-	-	+3	-	+1	-	-	-	-	-	-	672	2039



continued from pg. 11

Before Bruga died, he gave Nord his most treasured possession: his magical beer stein. This stein will fill itself with the highest grade of beer, ale or (rarely) water upon command of the owner.

Gord Ironhead (fig. 2384) is the champion of the dwarven army of Thargall. Despite the wishes of King Norrin, Gord is continually going behind enemy lines to learn more of the orcs' plans. Years ago, Gord went into the ruins by himself and was captured by a patrol of orcs. For weeks, Gord was repeatedly tortured by his captors. Gord finally managed to pick the locks of his fetters by using one of his teeth that had been knocked loose during one of his beatings. That night, he escaped from his cell and killed the orcs that had been holding him. Gord made it back to Thargall, but he is now blind in one eye and walks with a noticeable limp. Gord hates the orcs of Kragget and has sworn that he will not rest until they have been removed from the Redhorns.



Brag Ironballs (fig. 2376) is the commander of the dwarven army of Thargall. Brag, sometimes referred to as "the Iron One", is a gifted tactician and is responsible for some of the recent victories over the orcs. While Kragget is not quite yet in the hands of the dwarves, Brag is confident that the city will be under dwarven control by the end of summer. Brag is most famous for his slaying of the great wyvern Thallos, a rampaging beast that had been raiding the dwarven lands in the Redhorn Range. Brag slew the monster despite the fact that he was viciously mauled and stung over a dozen times during the battle.



Dwarven Battle Tactics

We asked Al "Rules Meister" Pare, our chief Apocalypse rules man, how to play a dwarven army to the fullest effect. This is what he told us (ye better listen, he's been doin' this fer a while now...).

The strengths of a dwarven army consists of its good infantry, superior artilleryists, and overall magic defense.

The Dwarven Army of Thargall will normally deploy with the main body split into two units with the crossbowmen between them and attached to one of the units. The artillery and cavalry will anchor one flank with the berserkers on the opposite flank leading an echelon advance. The cavalry will advance to take advantage of any weakness on its flank or to protect the artillery.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
King Norrin Silverbeard Enchantments: Weapon: +5 to Close Combat Armor: +3 to Ranged Defense, +2 to Magic Defense	4	8"	9	+16	5	-	-	-	+7	-	+5	20	7	-	-	-	-	312	2135
Brag Ironballs Enchantments: Weapon: +2 to Close Combat	3	10"	9	+13	4	-	-	-	+3	-	+3	20	5	-	-	-	-	195	2376
Gord Ironhead Enchantments: Weapon: +2 to Close Combat Boots: +2" to Movement Shield: +2 to Racial Base	2	16"	9	+12	4	-	-	-	+4	-	+3	5	6	-	-	-	-	215	2384
Linroc Brighttrune Skills: +2 to Magic Attack Enchantments: Armor: +2 to Racial Base +2 to Magic Defense Weapon: +2 to Close Combat	4	8"	7	+9	1	-	-	-	+5	+0	+4	-	7	-	-	6	-	422	2244
Cavalry Sergeant Dwl/Hero/Cav/Elite/Hvy Armor/Fierce Mount/4STR/Sgt/Ranger Skills: Bear: +2 to Close Combat +2 to Ranged Defense -2" to Movement	3	16"	9	+11	4	-	-	-	+4	-	+3	5	-	-	-	-	-	155	2385
(11) Dwarven Cavalry Dwl/Cav/Elite/Hvy Armor/Fierce Mount	3	12"	7	+6	1	-	-	-	+3	-	+2	-	-	-	-	-	-	660	2294
(8) King's Bodyguards Dwl/Int/Elite/Hvy/2HW	4	3"	7	+7	1	-	-	-	+3	-	+2	-	-	-	-	-	-	400	6020
Archer Sergeant Dwl/Int/Hero/Vet/Mdm/CB/Sgt/4 Ranged Attacks	3	12"	8	+5	1	+1	20"	4	+3	-	+3	5	-	-	-	-	-	161	6014
(11) Dwarven Archers Dwl/Int/Vet/Mdm/CB	3	10"	6	+3	1	0	20"	1	+2	-	+2	-	-	-	-	-	-	594	6014
(2) Dwarven Cannons Large Cannons	4	-	-	-	-	-	30"	-	-	-	-	-	-	-	-	-	-	88	10008
(2) Artillery Commanders Dwl/Int/Art/Elite/Lt Armor	2	12"	7	+3	1	-	-	1	+1	-	+2	-	-	-	-	-	-	96	10008
(6) Artillerists Dwl/Int/Art/Vet/Lt Armor	2	12"	6	+2	1	-	-	1	+1	-	+2	-	-	-	-	-	-	228	10008
(10) Berserkers Dwl/Int/Vet/Lt Armor/2HW	2	12"	8	+5	1	-	-	-	+1	-	+2	-	-	-	-	-	-	300	6024
(20) Dwarven Axemen Dwl/Int/Vet/Med Armor	3	10"	6	+3	1	-	-	-	+2	-	+2	-	-	-	-	-	-	600	6018
(20) Dwarven Spearmen Dwl/Int/Vet/Lt Armor/Long Spear	2	12"	6	+3	1	-	-	-	+1	-	+2	-	-	-	-	-	-	520	6041
(2) Dwarven Morale Musician & Standard Bearer Dwl/Vet/Lt Armor/Mus or Strd	2	12"	6	+2	1	-	-	-	+1	-	+2	-	-	-	-	-	-	54	6042

Continued from pg. 49



The Lizardmen Tyrants led units of lesser Lizardmen, and packmasters of Lesser Lizardmen drove hordes of Pack Lizards into battle.

The Lizardmen elicit further study. If we could learn their language, future studies of them would be greatly enhanced. I shall attempt to see if they can be.

-Chronicler Augustine the Bold, 975 N.A.



Note: Chronicler Augustine's journal was left with his belongings at camp. Chronicler Augustine himself attempted to contact one of the larger lizards - the Lizardmen Tyrants, as he called them - and regretfully discovered them to be more hostile than he expected. I have shipped this journal, and his belongings, to the Chronicler Keep in Westinshall. Chronicler Augustine will be sorely missed.

-Chronicler Sarow

Editors Note: Figure stock numbers and prices for the Lizardmen will be announced in issue #5 of Casket Works. Out in mid April! ~see ya there~

Coming in June

DHIA

TOURNAMENT & COMPETITION RULES

A large graphic for the DHIA (Dragon Herd International Association) Tournament & Competition Rules. The graphic features the text "Coming in June" at the top, followed by "DHIA" in large, stylized letters. Below this is "TOURNAMENT & COMPETITION RULES". The background is a collage of various elements: a dragon's head on the left, a dragon's body in the center, and a Lizardmen Tyrant figure on the right. The overall theme is fantasy and gaming.

The Posterior End



The ass end of another crazy issue!

SOPHIE'S SOAPBOX

OH, WHAT A DELICIOUSLY SEDUCTIVE PAINT JOB! PHILIP REALLY KNOWS HIS... UM, BONES. OF COURSE THIS PHOTO OF GOLGOTH (FIGURE 2270) LOOKS A HELL OF A LOT BETTER IN COLOUR. TO SEE JUST HOW SEXY THIS SKELETON IS HEAD OVER TO WWW.REAPERMINI.COM AND SEE THIS PHOTO IN ALL IT'S GORY GLORY! AND KEEP CHECKING THE SITE FOR FUTURE ONLINE PAINTING CONTESTS. YOU NEVER KNOW JUST WHAT YOU MIGHT WIN.



figure 2270, Golgoth the Eradicator



painted by Philip Roop, Winner of the Reaper Online Painting Contest for Fall of '99

Whew! Time to put Casket Works #4 to bed. As always, I hope everyone enjoyed perusing our fine periodical, and please send all comments to us at Reapermini@AOL.com. Now it's time for us to look ahead to the next issue.

Well, next time we're gonna have a look at the dragons of the continent of Adon, including some new models to boot. We'll have the story of T'Raukzul and hopefully a hint of Jim "Gauth" Johnson's new skeletal dragon! I'm as happy as a leprechaun!

Oh, yes, there's the little matter of something called the Kargir Hunt. Robert Allen is preparing the next battle as we speak, and it looks great! Oh yes, something about a dwarven cannon and boxed set of pirates? You better recognize!

All this and more in 90 days! Ciao...

-Ron

The
Right Cheek

The
Left Cheek

~SNAP~ Cerebellum fusing...cerebral overload! ~GASP~ air...must have...air...

Words coming together...AH! No, please, no more syllables. I can't take it. If I have to write one more hyperbole I just might puke my liver out. It's worse than death...Worse than Death!!!

Oh wait...we're in a new Millennium! Cool! Open the window Ron, and let's get a breath of fresh air. There we go, I feel much better...Now on to Issue #5. ~UHG~

By the way my loyal CW readers, be true and accept no imitations!

-Mike

NEXT ISSUE!

More info on the RPG

Tournament Rules for **DHA**

We finally go colour! (ha)

*Part III of the Kargir Hunt
by Robert Allen*

NEW QUARTERLY ARTICLE:
NAKED MINIATURES MONTHLY
(heh, try and figure that one out!)

NEW Campaign for DHA:
the Palantir of Blood

Babes Update!

New Reaper Contest: Win a
Porsche Boxter!!! - Details next issue!

All that, a bottle of lotion, and
your favorite Disney flick next
month. So grab your ankles
and hold on till April!

DRAGONS DON'T SHARE!

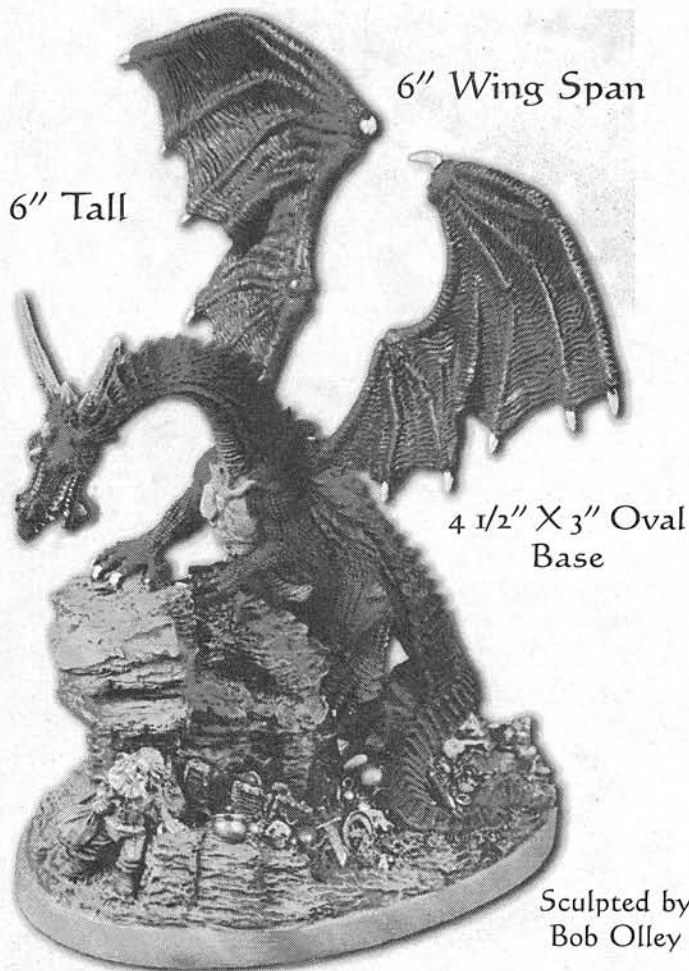
Listen well my weary traveling friend,
to a tale adventurous, sad and bold;
of our hero Digger McGee's tragic end,
and the theft of Nathavarr's ancient gold.

He was a weaver of stories such as I,
a finder of treasure from dungeons deep.
Digger found the drake's lair on mountain high,
and chanced upon the dread wyrm in its sleep.

Digger was a dwarf stealthy, swift and strong,
dreaming himself rich from robbing the drake,
quick he ran from whence he did not belong,
he laughed under breath and caused it to wake.

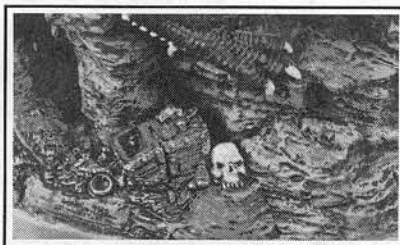
No twinkle of eye where mirth once did live,
ashes now, what was once bone and hair,
no greater admonition did he give,
the final lesson is: Dragons Don't Share!

-Amroth Starlight 986NA

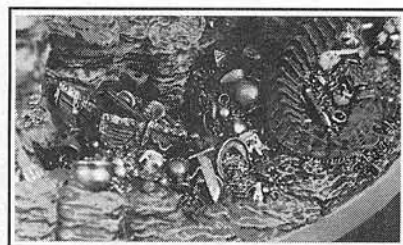


✧ Digger McGee ✧

Photos courtesy of the
McGee Estate



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whispered by heroes
and only spoken
aloud by fools.

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to frighten
children in the
night.

A terrible legend
that no one
thought could
be true.

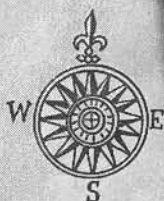
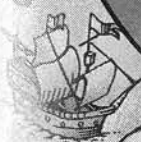
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Aldon